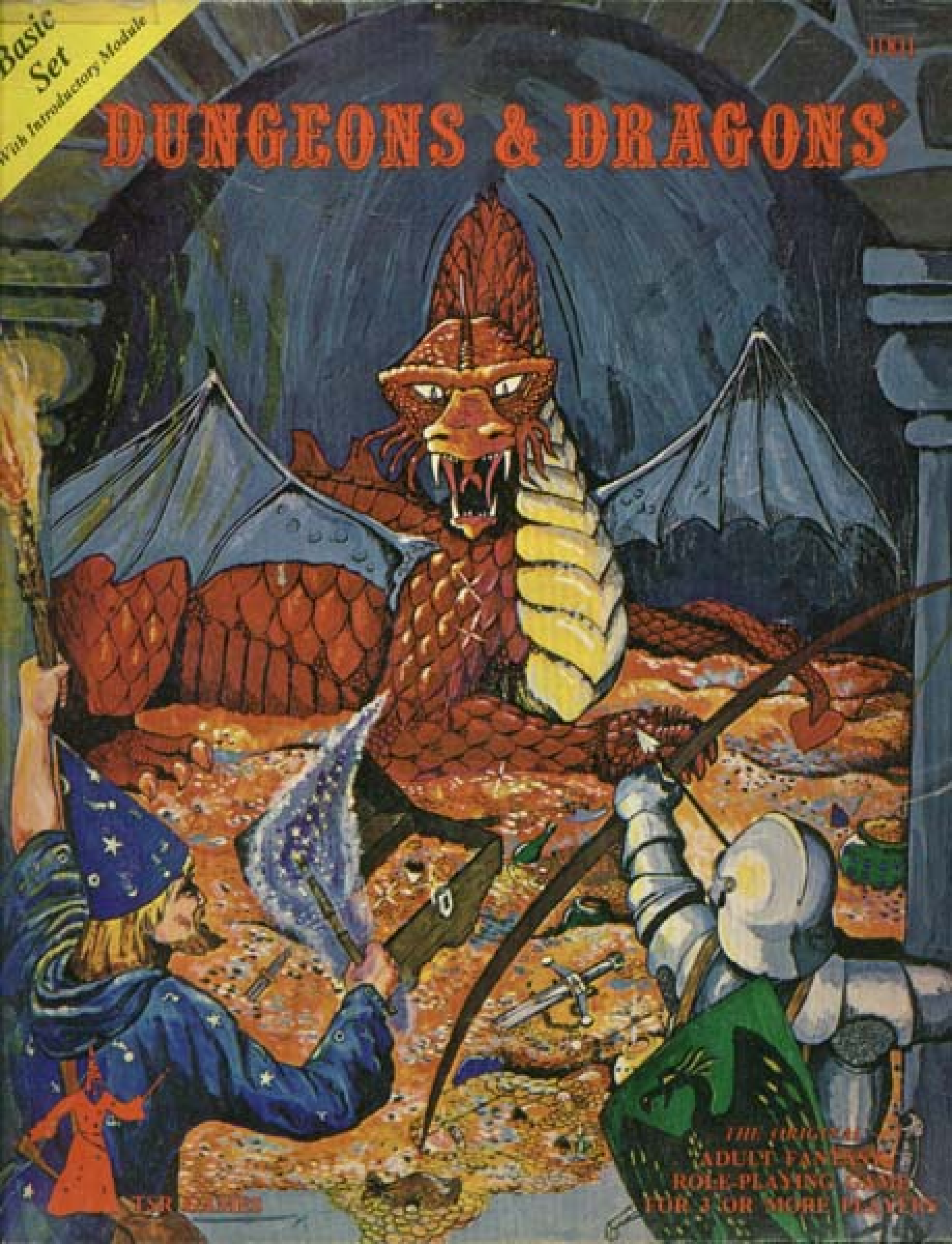
Basic Set
With Introductory Module
DUNGEONS & DRAGONS
THE ORIGINAL ADULT FANTASY ROLE-PLAYING GAME FOR 3 OR MORE PLAYERS
TSR GAMES

2001

DUNGEONS & DRAGONS*

*T.M. Reg. app. for

TSR GAMES

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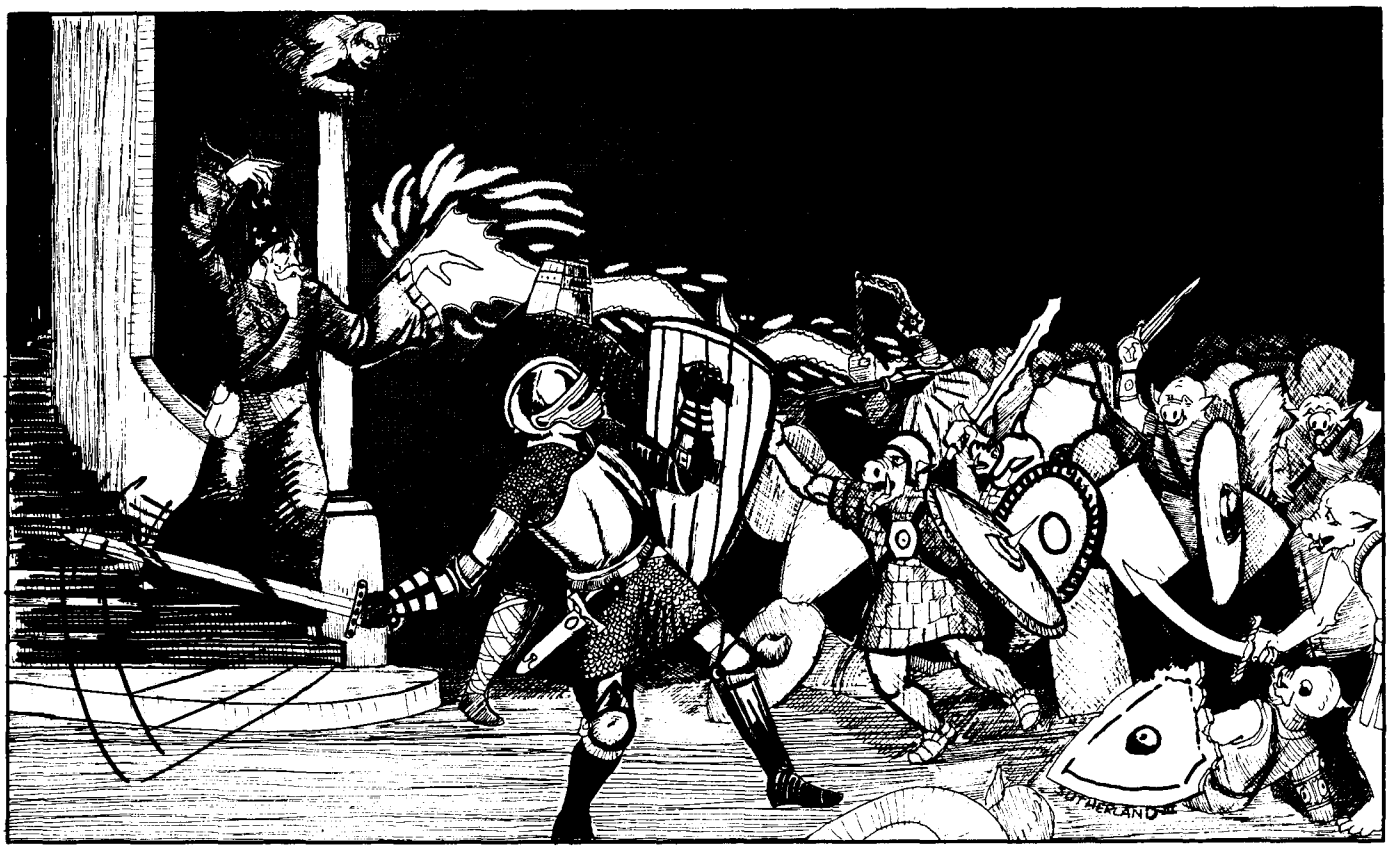

Rules for Fantastic Medieval Role Playing Adventure Game Campaigns

Playable with Paper and Pencil and Miniature Figures

By Gary Gygax and Dave Arneson
Edited by Eric Holmes

for
Jeff and Chris

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PREFACE

This book is based upon the original work published in 1974 and three supplementary booklets published in the two year period after the initial release of DUNGEONS & DRAGONS. It is aimed solely at introducing the reader to the concepts of fantasy role playing and the basic play of this game. To this end it limits itself to basics. The rules contained herein allow only for the first three levels of player progression, and instructions for the game referee, the "Dungeon Master," are kept to the minimum necessary to allow him to conduct basic games. This is absolutely necessary because the game is completely open-ended, is subject to modification, expansion, and interpretation according to the desires of the group participating, and is in general not bounded by the conventional limitations of other types of games. This work is far more detailed and more easily understood than were the original booklets nonetheless, for with it, and the other basic components of the game, any intelligent and imaginative person can speedily understand and play DUNGEONS & DRAGONS as it was meant to be played. Players who desire to go beyond the basic game are directed to the ***ADVANCED DUNGEON & DRAGON*** books.

We wish to extend our sincere thanks to the following individuals who helped to make this possible through their idea contributions: Brian Blume, Ernie Gygax, Tim Kask, Jeff Key, Rob Kuntz, Terry Kuntz, Alan Lucien, Steve Marsh, Mike Mornard, and Jim Ward.

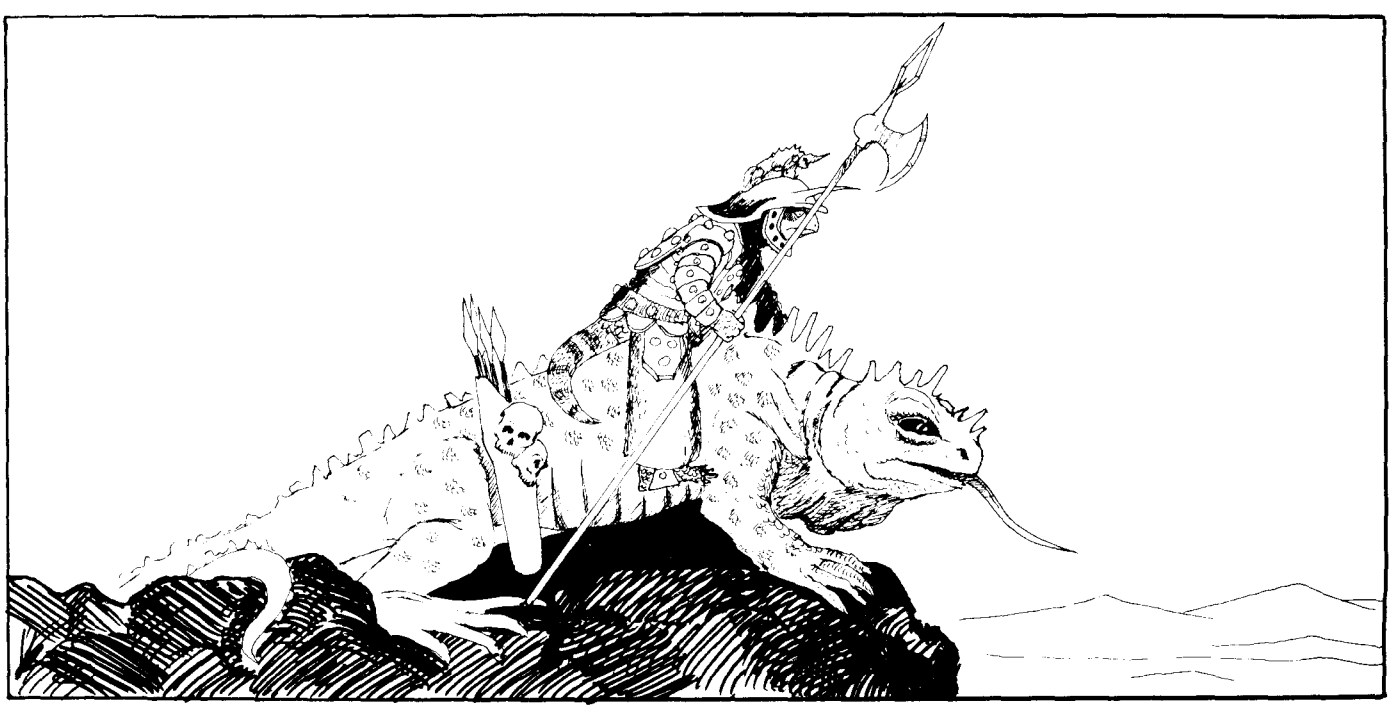
FOREWORD FROM THE ORIGINAL EDITION

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor," a spot between the "Giant Kingdom" and the fearsome "Egg of Coot." From the CHAINMAIL fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS AND DRAGONS. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. You have everything needed with this edition of the game except pencil and paper. The most extensive requirement is *time*. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. [This information is now included in the single book you have in your hand.] There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules (now TSR Hobbies, Inc.) believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope (now covered in the INTRODUCTION) will provide an idea of just how many possibilities are inherent in DUNGEONS AND DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS AND DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax
TSR Hobbies, Inc.
1 November 1973
Lake Geneva, Wisconsin



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INTRODUCTION

Dungeons & Dragons is a fantastic, exciting and imaginative game of role playing for adults 12 years and up. Each player creates a character or characters who may be dwarves, elves, halflings or human fighting men, magic-users, pious clerics or wily thieves. The characters are then plunged into an adventure in a series of dungeons, tunnels, secret rooms and caverns run by another player: the referee, often called the Dungeon Master. The dungeons are filled with fearsome monsters, fabulous treasure and frightful perils. As the players engage in game after game their characters grow in power and ability: the magic users learn more magic spells, the thieves increase in cunning and ability, the fighting men, halflings, elves and dwarves, fight with more deadly accuracy and are harder to kill. Soon the adventurers are daring to go deeper and deeper into the dungeons on each game, battling more terrible monsters, and, of course, recovering bigger and more fabulous treasure! The game is limited only by the inventiveness and imagination of the players, and, if a group is playing together, the characters can move from dungeon to dungeon within the same magical universe if game referees are approximately the same in their handling of play.

The Dungeon Master designs the dungeons and makes careful maps on graph paper. The players do not know where anything is located in the dungeons until the game begins and they enter the first passage or room. They create their own map as they explore. While only paper and pencil need be used, it is possible for the characters of each player to be represented by miniature lead figures which can be purchased inexpensively from hobby stores or directly from TSR Hobbies. The results of combat, magic spells, monster attacks, etc., are resolved by rolling special polyhedral 20-sided dice which come with this game.

HOW TO USE THIS BOOK

The game requires at least two players, one of whom is the Dungeon Master and has prepared the dungeon, the set of dice, pencil and paper for keeping records and maps, and optionally, a table top to represent the locality of the adventurers with some form of markers for the characters and the monsters they encounter. The game is more exciting and spectacular using the lead miniature figures mentioned above, which can be painted to each player's individual taste, but paper markers or chessman can be used effectively.

Read this whole book through, except for the Sample Dungeon section at the end. After one player has been chosen to be Dungeon Master, he or she should then read through the description of the sample dungeon. The other players then create a character apiece, equip the characters, all as described below, and then the players are ready to venture into the danger-filled depths of the dungeon!

CREATING CHARACTERS

There are six basic abilities for each character: *strength, intelligence, wisdom, constitution, dexterity* and *charisma.* Each player starts a character by rolling three 6-sided dice for each characteristic. 18 is as high as one can get with three dice, so a character with a strength of 18 would be super-powerful, one with a strength of 3 (lowest possible dice roll) would barely be able to lift his sword off the ground.

After all six abilities have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player decides what class the character will be. This decision is based on the character's strongest abilities and the player's preferences.

Strength is obviously important for fighters and is considered the *prime requisite* for that class. A score of 9-12 is average. There are advantages to fighting men with scores of 13 and higher when it comes to accumulating experience, as explained later, so any character with a strength of 13 to 18 should be considered for the fighting class.

Intelligence is the *prime requisite* for magic-users. Since there are advantages to the magic-user if his intelligence is 13 or higher, any character with such a score should be considered for this class. High intelligence also allows any character to learn additional languages.

Wisdom is the *prime requisite* for clerics. Clerics can perform miraculous spells even though they do not have special intelligence, and second level (experienced) clerics can heal wounds. If a character has a high wisdom score (13 and over) he would do well as a cleric.

Constitution is a combination of health and endurance. It will influence how a character can withstand being paralyzed or killed and raised from the dead, etc. In addition, dwarves and halflings have strong constitutions and a character should have a constitution greater than 9 to be a dwarf or a halfling.

Dexterity applies to speed and accuracy. Characters with high dexterity can get off the first arrow, throw the first spell or draw a weapon and strike the first blow. Dexterity is the *prime requisite* for thieves, and scores of 13 and over in this ability make the character a good candidate for the thief class. Halflings are also noted for their dexterity with weapons and a character should have a dexterity greater than 9 to be a halfling.

Charisma is a combination of appearance, personality, sex appeal and so forth. Its most important aspect is leadership. A character of charisma below 13 can not hire more than 5 followers, and their loyalty will be luke-warm at best — that is, if the fighting gets hot there is a good probability they will run away. On the other hand, someone with a charisma of 18 can win over a large number of followers (men or monsters) who will probably stand by him to the death. Also a female with high charisma will not be eaten by a dragon but kept captive. A charismatic male defeated by a witch will not be turned into a frog but kept enchanted as her lover, and so forth.

TABLE OF BONUS AND PENALTIES DUE TO ABILITIES

This table summarizes and adds to the description of the abilities given above. The meaning of terms like "hit die," "fire missile at +1," and "earned experience" will be made clear later.

Prime requisite	15 or more	add 10% to earned experience
Prime requisite	13-14	add 5% to earned experience
Prime requisite	9-12	no bonus
Prime requisite	7-8	subtract 10% from earned experience
Prime requisite	6 or less	subtract 20% from earned experience
Constitution	18	add 3 to each hit die
Constitution	17	add 2 to each hit die
Constitution	15-16	add 1 to each hit die
Constitution	7-14	no bonus
Constitution	6 or less	subtract 1 from each hit die but never less than 1
Dexterity	13 or more	fire any missile at +1
Dexterity	9-12	no bonus
Dexterity	8 or less	fire any missile at -1

ADJUSTING ABILITY SCORES

It is possible to raise a character's scores in a prime requisite by lowering the scores of some of the other abilities. This recognizes that one can practice and learn feats of fighting, intelligence, etc., but must take a penalty in another area by so doing.

Magic-users and clerics can reduce their strength scores by 3 points and add 1 to their prime requisite for every 3.

Fighting men, clerics, halflings and dwarves can reduce their Intelligence score by 2 points and add 1 to their prime requisite for every 2.

Fighting men, halflings and dwarves can reduce their wisdom by 3 points, and magic-users can reduce it by 2 to gain 1 point for their prime requisites.

Thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

Constitution and charisma can not be altered, and dexterity can not be reduced.

In no case can any ability be lowered below 9.

Fighting Men — any human character can be a fighting man and all halflings and dwarves are members of the fighter class, unless they opt to be thieves. Elves are a combination of fighting man and magic-user, as described later. Fighting men can use any weapon and wear any kind of armor including magic weapons and magic armor. They can not do other kinds of magic, however. As they advance in experience they increase their "hit dice" and are harder to kill. After they reach the fourth level of experience they also increase their ability to get hits on an opponent, but experience levels that high are not discussed in this book and the reader is referred to the more complete rules in ***ADVANCED DUNGEONS & DRAGONS.***

Magic-users — humans who elect to become magic-users must not wear armor and can carry only a dagger for protection. They can, however, use almost all magical items, but not magical swords and other magical arms other than daggers. They have the advantage (shared with clerics and some elves) of being able to work magical spells. At the start, however, they can cast only one spell and must advance a level in experience before they can learn another. Thus the magic-user starts out as an extremely weak character, but if he survives and rises in experience, he becomes increasingly powerful. The types of spells and the way they are used are discussed in a later section. Magic-users, of course, may be either good or evil, lawful or chaotic, and most of their spells remain the same.

Clerics — are humans who have dedicated themselves to one or more of the gods. Depending on the god, the cleric may be good or evil, lawful or chaotic. Clerics have their own special spells and unlike magic-users they begin with none. They may, however, wear armor, including magic armor, and carry non-edged weapons such as the mace or the quarter staff. No swords or bows and arrows, however can be employed. The cleric is forbidden by his religion from the drawing of blood. Good clerics can often dispel the undead — skeletons, zombies and their ilk as explained later. As they advance in experience levels they gain the use of additional spells. Spells for evil clerics differ slightly from those of good clerics.

Thieves — are humans with special abilities to strike a deadly blow from behind, climb sheer surfaces, hide in shadows, filch items and pick pockets, move with stealth, listen for noises behind closed doors, pick locks and remove small traps such as poisoned needles. Every thief has these abilities, but as they progress in experience they become better and better at it. A table for determining whether a thief has accomplished one of these feats is given later. Thieves are not truly good and are usually referred to as neutral or evil, so that other members of an expedition should never completely trust them and they are quite as likely to steal from their own party as from the Dungeon Master's monsters. Thieves can wear nothing stronger than leather armor and can not carry shields. They can use all the weapons of a fighting man including magic swords and magic daggers. Thieves above the third level of experience can read magic scrolls and books and 80% of languages so that treasure maps, etc. are easy for them. There are special rules for halflings, dwarves and elves who wish to be thieves — these are given in ***ADVANCED DUNGEONS & DRAGONS.***

Dwarves — are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey. They wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have infravision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting wails and new construction about one-third of the time. They are the only ones who can wield the +3 Magic War Hammer (described later). Dwarves can all speak the languages of gnomes, kobolds and goblins.

Elves — are five or more feet in height, slim of build, weigh about 120 pounds and have fair to tan skin. They can use all the weapons and armor of the fighting man, including all magical weapons, and can also cast spells like a magic-user. They can detect secret hidden doors about one-third of the time. They have infravision; like dwarves, they can see 60 feet in the dark. They are not paralyzed by the touch of ghouls. Elves can speak the languages of orcs, hobgoblins and gnolls as well as Elvish and the Common speech they share

with men, dwarves and hobbits. Thus, they have the advantages of both fighting men and magic-users as well as certain special capabilities of their own.

Elves progress in level as both fighting men and magic-users, but since each game nets them experience in both categories equally, they progress more slowly than other characters.

Halflings — are short, 3 feet high, little folk with several special abilities. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth. They are like dwarves in their resistance to magic. Halflings are extremely accurate with missiles and fire any missile at +1. They can use all the weapons and armor of a fighting man as long as it is "cut down" to their size.

Players decide what class they want their character to be and make any adjustments in prime requisite desired. Characters can be either male or female. The character's name, class, ability scores and other information is recorded by the player on a separate sheet of paper or other record. The player is responsible for keeping a record of the character's bonuses and penalties, any damage he takes, how much gold he owns, what weapons and other items he carries, etc.

There are two more important die roles to be made for each character.

First generate a random number for "hit points." To generate the numbers roll the special dice in this game — 8-sided, 6-sided, 4-sided. This represents the amount of damage the character can take. For the number of "hit points" roll the proper sided die mentioned below. The die pertaining to players' character type is rolled once per level of experience. (See the section **EXPERIENCE POINTS AND EXPERIENCE LEVELS.)** Fighters, including dwarves, generate random numbers from 1 to 8, clerics from 1 to 6, and magic-users and thieves from 1 to 4. Elves use a spread of from 1 to 6 as they are both fighters (1-8) and magic-users (1-4). Although halflings are always fighters, they also use a 1 to 6 point spread due to their size. Note that constitution can add or subtract hit points, but no character can have less than 1 point per level regardless of subtractions. In combat, if a character receives a blow, a dice roll will be made to determine the number of damage points inflicted. These are subtracted from the character's "hit points." If his hit score falls to zero he is dead. Hit points can be restored, if the character is alive, by a clerical healing spell, a healing potion or some other magical item. Otherwise he must continue on in his wounded state until the game is over and he returns to the surface. Each day of rest and recuperation back "home" will regenerate 1 to 3 of his hit points for the next adventure.

Gold owned by the character initially is determined by rolling three 6-sided dice and multiplying the result by 10. The result is the number of gold pieces owned. From this amount the character must outfit himself.

COST OF EQUIPMENT & WEAPONS

Selection of items is strictly up to the players, and gold pieces are taken away accordingly (players may sell to one another, of course, and then gold pieces would be transferred).

Item	Cost	Item	Cost
Dagger	3	Case with 30 Quarrels	10
Hand Axe	3	20 Arrows/30 Quarrels	5
Mace	5	Silver Tipped Arrow	5
Sword	10	Mule	20
Battle Axe	7	Draft Horse	30
Morning Star	6	Light Horse	40
Flail	8	Warhorse, Medium	100
Spear	2	Warhorse, Heavy	200
Pole Arm	7	Saddle	25
Halberd	7	Saddle Bags	10
Two-Handed Sword	15	Cart	100
Lance	4	Wagon	200
Pike	5	Raft	40
Short Bow	25	Small Boat	100
Long Bow	40	Leather Armor	15
Composite Bow	50	Chain-type Mail	30
Light Crossbow	15	Plate Mail	50
Heavy Crossbow	25	Helmet	10
Quiver of 20 Arrows	10	Shield	10

Item	Cost	Item	Cost
Barding (Horse Armor)	150	Silver Mirror, small	15
50' of Rope	1	Wooden Cross	2
10' Pole	1	Silver Cross	25
12 Iron Spikes	1	Holy Water/Vial	25
Small Sack	1	Wolvesbane, bunch	10
Large Sack	2	Garlic, bud	5
Leather Back Pack	5	Wine, quart	1
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/ 1 week	15
6 Torches	1	Standard rations for 1 person/1 week	5
Lantern	10		
Flask of Oil	2		
Tinder Box	3		
3 Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed above.	
Steel Mirror	5		

ADDITIONAL CHARACTER CLASSES

There are a number of other character types which are detailed in ***ADVANCED DUNGEONS & DRAGONS.*** There are sub-classes of the four basic classes. They are: paladins and rangers (fighting men), illusionists and witches (magic-users), monks and druids (clerics), and assassins (thieves). There are half elves. Special characteristics for dwarven, elven, and halfling thieves are given. In addition, rules for characters who possess the rare talent of psionic ability are detailed. However, for a beginning campaign these additions are not necessary, and players should accustom themselves to regular play before adding further complexities.

At the Dungeon Master's discretion a character can be anything his or her player wants him to be. Characters must always start out inexperienced and relatively weak and build on their experience. Thus, an expedition might include, in addition to the four basic classes and races (human, elven, dwarven, halfling-ish), a centaur, a lawful werebear, and a Japanese Samurai fighting man.

"HOPELESS CHARACTERS"

Sometimes the universe of chance allows a character to appear who is below average in everything. At the Dungeon Master's discretion, such a character might be declared unsuitable for dangerous adventures and left at home. Another character would then be rolled to take his place. There is enough chance in the dungeon encounters, however, that sometimes a character like this will survive and advance to a position of power and importance.

NUMBERS OF CHARACTERS

Most Dungeon Masters allow a player only one (or perhaps two characters) at a time. If a character is killed, then for the next game the player rolls a new character. The new character, of course, starts with no experience. A character may be allowed to designate a "relative" who will inherit his wealth and possessions (after paying a 10% tax) on his death or disappearance. There: is no reason, however, why a character could not choose to "retire," wealthy and covered with glory, and let some fresh, hot-blooded adventurer take the risks.

When a character is killed, the lead figure (if used) representing his body is removed from the table, unless it is eaten by the monsters or carried off by his comrades to be returned to his family. A seventh level cleric can raise the dead, if you can find one! Also, of course, wish rings and other magic can restore the deceased adventurer to his comrades and friends!

NON-PLAYER CHARACTERS

in ail probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is possible that players will be desirous of acquiring a regular entourage of various character types, monsters, or any army of some form. Non-player characters can be hired as follows:

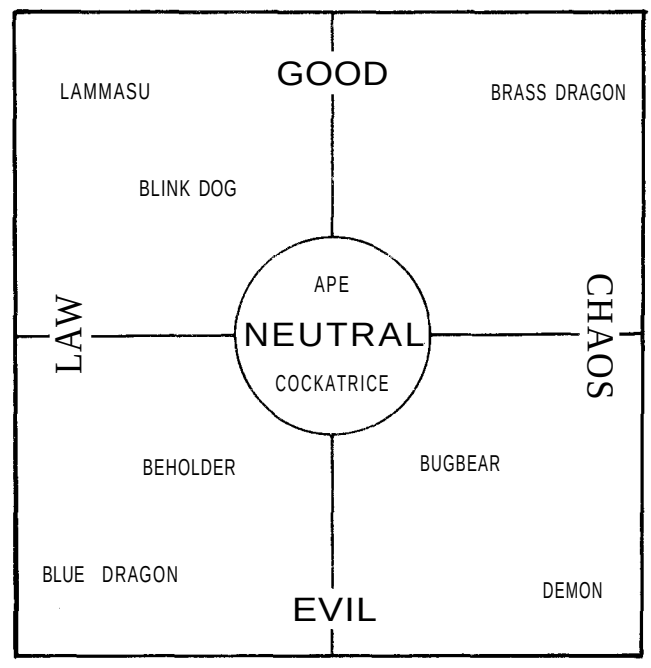
Only the lowest level of character types can be hired, i.e. first level. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc.). This costs money and takes time, and the referee must determine expenditures (rolling a 6-sided die for 100's of gold pieces is suggested). Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a *minimum* offer of 100 gold pieces would be required to tempt a human into service, dwarves are more interested in gold, magic-users and elves desire magical items, and clerics want some assurance of having a place of worship in which to house themselves. The Dungeon Master will act out the part of the prospective employee, making whatever kind of deal would be appropriate.

Monsters can sometimes be lured into service if they are of the same basic alignment as the player-character, or they can be *charmed* and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can, arbitrarily, be brought into a character's service, *charisma* allowing or through a *charm* spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example).

A man or intelligent monster can surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined later in the HOSTILE-FRIENDLY REACTION TABLE. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable.

CHARACTER ALIGNMENT

Characters may be lawful (good or evil), neutral or chaotic (good or evil). Lawful characters always act according to a highly regulated code of behavior, whether for good or evil. Chaotic characters are quite unpredictable and can not be depended upon to do anything except the unexpected -- they are often, but not always, evil. Neutral characters, such as all thieves, are motivated by self interest and may steal from their companions or betray them if it is in their own best interest. Players may choose any alignment they want and need not reveal it to others. Note that the code of lawful good characters insures that they would tell everyone that they are lawful. There are some magical items that can be used only by one alignment of characters. If the Dungeon Master feels that a character has begun to behave in a manner inconsistent with his declared alignment he may rule that he or she has changed alignment and penalize the character with a loss of experience points. An example of such behavior would be a "good" character who kills or tortures a prisoner.



LANGUAGES

The "common tongue" spoken through the "continent" is known by most humans, elves, dwarves, and hobbits. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Lawful good, lawful evil, chaotic good, chaotic evil, and neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (lawful good, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an *Intelligence* above 10 may learn additional languages, one language for every point above 10 in intelligence. Thus, a man with an intelligence level of 15 could speak seven languages, i.e. common, alignment, plus five others as selected. Magic-users spells and some magic items will enable the speaking and understanding of languages.

TIME AND MOVEMENT IN THE DUNGEONS

A fully armoured man can move 120 feet per turn at a cautious walk. Each turn takes ten minutes (scale time, not actual) in the characters' magical universe. In the players' universe arguments sometimes develop and a turn may take considerably longer! Each turn is ten minutes except during combat where there are ten melee rounds per turn, each round lasting ten seconds.

Let us say a party has come to a blank wall and decides to search it for secret doors. The Dungeon Master says it will take one turn for one character to search a 10 foot section of wall. Unbeknownst to the adventurers, a monstrous purple worm is coming toward them down a side corridor. The Dungeon Master consults his table of monsters and sees that the worm travels 60 feet per turn, so it will be 60 feet closer when the search is completed. Let us hope the party remembered to have somebody watch the rear!

Time must be taken to rest, so one turn every hour should be spent motionless — i.e., one turn out of every six. If the party has been running (triple normal speed) they will need two turns to rest.

An unarmoured and unencumbered man can move 240 feet per turn, an armored man 120 feet, and carrying a heavy load only half that. Faster speeds can be allowed for charging or a short sprint. If a character is being pursued, however, he may have to throw away heavy treasure or armor in order to escape.

MOVEMENT TABLE

	Feet/turn	
Movement	**Exploring/ Mapping**	**Moving Normally**
unarmored, unencumbered man	240	480
fully armored man, or carrying heavy load	120	240
fully armored AND heavily loaded	60	120
running, unarmored (X 3)	720	—
running, armored (X 3)	360	—

Since DUNGEONS & DRAGONS was originally written for wargamers who are used to miniature figures, distances are often given in inches. Inches can be converted to feet by multiplying by ten: 1 inch = 10 feet, 2 inches = 20 feet, etc. This scales the movement appropriately for maneuvering the figures on the top of a gaming table.

ENCUMBRANCE

A back pack or sack will hold weight which equals approximately 300 gold pieces. For game purposes all forms of coins weigh the same. A character carrying 300 gold pieces would not be considered to be heavily loaded — assuming that the other equipment he or she carried was not excessive — for 300 gold pieces are assumed to weigh about 30 pounds. A character with 600 gold pieces is likely to be considered as being heavily loaded, as the weight of the other equipment normally carried will make the character's load in the neighborhood of 75 pounds minimum (a fighting man will be far more loaded down, but it is assumed that such individuals are trained to be stronger and so able to carry more weight).

In order to give players a better idea of just how encumbered they are by equipment and subsequent additions of treasure to their load, it is suggested that they note on a sheet of paper just where or how each item they have with them is stored or carried.

Example: The magic-user, Malchor, is about to set off on a dungeon exploring expedition. In addition to his normal garb of boots, loin cloth, robe, girdle, and pointy hat he notes that he is bringing the following equipment with him:

2 daggers (1 in girdle, other in boot)
1 back pack
1 large sack (in pack)
1 — 50' coil of rope (in pack)
1 standard rations (in pack)
1 small sack (in pack)
12 iron spikes (in small sack in pack)
1 quart wine (in pack)
1 small sack, shoulder slung, left side
2 flasks of oil (shoulder sack)
2 vials holy water (shoulder sack)
1 garlic bud (shoulder sack)
1 wolvesbane bunch (shoulder sack)
20 gold pieces (in purse hidden under robe)
1 water skin, shoulder slung, right side
1 tinder box (tucked in girdle)
1 lantern, filled with oil (left hand)
1 — 10' pole (right hand)

LIGHT

Most dungeons are dark. Elves and dwarves can see 60 feet in the dark, as can all monsters (and this term embraces all of the evil characters of the Dungeon Master), but humans and hobbits will need artificial light or be reduced to half speed or less. Magic swords and some staves shed light, but the party may have to resort to torches or lanterns. A good torch will burn for six turns, while a flask of oil in a lantern will last 24 turns. Either allow the bearer to see 30 feet. Artificial light, of course, will attract monsters who live in the dark and will also warn them that the party is ap-

proaching. Note that elves and dwarves lose their ability to see 60 feet if there is light within 30 feet of them.

TRAPS, DOORS, SECRET DOORS, SURPRISES, WANDERING MONSTERS

Many dungeons contain ***traps,*** such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and he has fallen in, taking one or more 6-sided, dice of damage.

Doors are usually closed and often stuck or locked. They have to have the locks picked or be smashed open. A roll of 1 or 2 indicates that a door has been forced open. Of course, if the party has to hit the door several time's before getting their roll of 1 or 2, there is no possibility of surprising the occupants of the room.

When the characters come to a door they may ***listen*** to detect any sound within. A die roll of 1 for humans, 1 or 2 for elves, dwarves and halflings, indicates that they have heard something, if there is anything to hear. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc.

If elves pass by a **secret door or** passage, roll a six-sided die and a 1 or 2 means they sense something there. If the party is searching for a secret door then an elf will locate it on a roll of 1 to 4, other characters on a roll of 1 or 2. Of course, the Dungeon Master will lessen these possibilities in lower levels of the dungeon.

Doors opened will usually shut automatically unless spiked or wedged open. Doors open automatically for monsters, however, unless held or spiked shut.

Surprise may occur whenever one party is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party or the monsters were surprised. If the party surprises a monster they get an opportunity to cast a spell, shoot arrows, shut the door, run, or draw weapons and attack before the monster can react. A character surprised by a monster may drop whatever he is holding — on a die roll of 6 — and the monster gains first reaction (which means it will usually charge to attack the party).

At the end of each three turns the Dungeon Master can roll a die to see if a ***wandering monster*** has come down the corridor. A roll of 6 means that something has come "strolling" along. If the party has someone watching they will see or hear the monster up to 120 feet away unless it is coming around a corner, very quiet, etc. If it is uncertain how far away the monster is, roll two six-sided die and multiply by 10. The result is the distance in feet (i.e. a roll of 5 + 2 = 7 or 70 feet). The referee could then place a figure representing the monster or monsters on the table at the appropriate distance from the adventurers, if figures are being used.

The wandering monsters may be pre-selected by the Dungeon Master, such as a guard of skeletons or goblins that walks up and down the main corridor every five turns, or the wandering creatures may be selected from a table by random number generation. Where a slash (/) appears between two monsters, roll again to see which of the two appears.

The number of wandering monsters appearing should be roughly equal to the strength of the party encountering them. First level adventurers encountering monsters typically found on the first level of a dungeon should be faced with roughly equal numbers, i.e. a party of three would encounter 2-6 orcs, 3-12 giant rats, etc. However, if the party were second level, or the first level monsters were encountered on the second level of the dungeon, the number of wandering monsters encountered should be doubled. In a like manner, the number of monsters should be tripled for third level adventures or in the third level of the dungeon if the monsters appearing are first level. If justification is needed, simply consider that a small party is relatively quiet, thus attracting less attention than a large group, and powerful characters will similarly bring more numbers of monsters. The basic number of monsters appearing in an encounter with wandering monsters is shown in parentheses after each monster. Modify the number as required to suit the situation. Roll the appropriate die or dice to generate the random number falling within the parameters indicated for the possible number of the specific type of monster the party has encountered, and then adjust the number according to your modification. Numbers shown should not be reduced below the lowest number shown.

Level Beneath the Surface	**Consult Monster Level Table Number**		
	1	**2**	**3**
One Die Roll—	1-8	9-11	12
Two	1-3	4-9	10-12
Three	1	2-4	5-12

WANDERING MONSTER TABLE

One Level Below Ground	**Die**	**Two Levels Below Ground**	**Die**	**Three Levels Below Ground**	**Die**
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Gnolls (4-16)	2
Warriors/Seers (1-3/1-2)	3	Gnolls (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Swordsmen (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Conjurers (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Priests (2-5)	7	Dopplegangers (1-4)	7
Stirges (2-5)	8	Robbers (1-4)	8	Grey Ooze(1)	8
Adepts/Footpads (1-4/1-4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

Obviously, some of these creatures will not always be hostile. Some may offer aid and assistance. To determine the reaction of such creatures, roll 2 dice:

HOSTILE/FRIENDLY REACTION TABLE

Score	Reaction
2	Attacks immediately!
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers help

The Dungeon Master should make adjustments if the party spokesman has high charisma or offers special inducements.

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 1-3 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 1-3). Burning oil will deter monsters (referee's discretion).

EXPERIENCE POINTS AND EXPERIENCE LEVELS

Accumulated experience is measured by experience points. Experience points are awarded on the basis of treasure obtained and monsters killed or subdued. Experience for treasure recovered is on the basis of 1 point for every gold piece. Convert jewelry, gems, etc. into gold piece value. (For more information regarding treasure, see TREASURE and BASE TREASURE VALUES.) Treasure is usually divided equally among members of the party and therefore the experience is also. If, for some reason, one character gets more of the loot, such as a thief stealing gems from the saddle bags on the way home, then he should get the additional experience points.

Monsters killed or overcome by magic or wits are worth experience points to be divided among the entire party.

Experience Points for Monsters Overcome

Monster's Hit Dice	Value	Bonus for Special Abilities
Under 1	5	1
1	10	3
1 + 1	15	4
2	20	5
2 + 1		
3	35	15
3 + 1	50	25
4	75	50
4 + 1	125	75
5	175	125
5 + 1	225	175

Special abilities of the monster would indicate monsters which regenerate, use or hurl missiles, have poison, have paralytic touch, etc.

If the defeated monster is lower in level than the character who overcomes him, less experience is gained. The experience points for the kill are multiplied by a fraction: monster's level/character's level. For example, if a third level fighting man killed the first level orc he generates 1/3 the experience points. The Dungeon Master usually takes all the experience earned by the party, treasure and monsters defeated, and divides it equally among all surviving members of the expedition.

The Dungeon Master should have the option of lowering the number of experience points gained under special circumstances. If one character sneaks out of the dungeon with all the treasure while the rest of the party is being eaten, he should gain some experience points but not necessarily all of them!

Remember that characters with high scores in their prime requisite get a bonus of experience points.

No more experience points should be awarded for a single game than will move a character up one experience "level." Thus if a first level fighting men earns 5000 experience points this would ordinarily move him up two levels (see table below). He is therefore only allowed the number of points that would take him up to second level and almost up to third. He therefore receives 3,999 experience points, not 5,000, because 4,000 points would move him up two levels. There is no theoretical limit to the number of levels a character may progress (15th level fighting man, 14th level wizard, etc.). but only the first three levels are discussed in this book.

As a character goes up a level he increases his hit dice. The new die is rolled and the score added to his current number of hits.

Magic-users and clerics increase the number of spells they can use with each new level. Magic-users retain the spells they already have and select new ones from the appropriate list. Clerics can call upon more spells and increase their powers of turning away the undead. Thieves increase their abilities.

FIGHTING MEN, ELVES, HALFLINGS AND DWARVES

Level	Experience Points	Hit Dice	Spells
1 (Veteran)	0	1-8 sided	0
2 (Warrior)	2000	2-8 sided	0
3 (Swordsman)	4000	3-8 sided	0
MAGIC-USERS			
1 (Medium)	0	1-4 sided	1 first level spell
2 (Seer)	2500	2-4 sided	2 first level spells
3 (Conjurer)	5000	3-4 sided	2 first level, 1 second level
CLERICS			
1 (Acolyte)	0	1-6 sided	0
2 (Adept)	1500	2-6 sided	1
3 (Priest)	3000	3-6 sided	2
THIEVES			
1 (Apprentice)	0	1-4 sided	A
2 (Footpad)	1200	2-4 sided	B
3 (Robber)	2400	3-4 sided	C

DWARVES, HALFLINGS AND ELVES

Halflings and Dwarves progress as fighting men, but Halflings use a six-sided die for hit points. Elves progress in two areas — fighting man and magic-user. They use a six-sided die for hits.

EXPLANATION OF THIEF'S ABILITIES

A	open lock 15%	remove trap 10%	pick pocket 20%	move silently 20%	hide in shadows 10%	hear noise roll of 1-2
B	open lock 20%	remove trap 15%	pick pocket 25%	move silently 25%	hide in shadows 15%	hear noise roll of 1-2
C	open lock 25%	remove trap 20%	pick pocket 30%	move silently 30%	hide in shadows 20%	hear noise roll of 1-3

When the determination of a percentage probability is called for, as in the thieves table above, use the 20-sided die. Roll 2 such die (or one die twice) and designate 1 die the tens and one the units. Let us say a red die will be tens. Then a roll of red 6 and white 2 with a pair of dice is 62%.

Drego the thief tries to pick the lock on a treasure chest. He is a first level thief so he needs a roll of 01% to 15% on the dice. He rolls red 3 and white 0 — a 30% and not good enough to open the lock. He is allowed only that one try one roll of the dice — to open it, because no matter how long he works on the lock there is only a 15% chance that an inexperienced thief can get it open.

Later, Drego is alone in a dark corridor when a party of evil warriors walks by. He announces that he will hide in the shadows. He rolls a red 0 and a white 2, 02%, much less than the score of 10% he needs for success. He is not seen.

The thief's ability to hear noise at closed doors, secret panels, etc. is rolled on a six-sided die like anyone else, but his ability improves as he advances in experience.

CLERICAL ABILITIES

Clerics have the ability to turn away the "undead," and higher level clerics can dispel them. If the cleric turns the undead away they retreat before him, will not touch him and flee from his immediate vicinity if they can. When a higher level cleric dispels an undead monster it disappears and is gone forever.

When a cleric of the first three level confronts one or more of the undead, consult the table below. A "T" means the monsters are automatically turned away. If there is more than one of the undead, roll two 6-sided dice to see how many are turned away. The numbers on the table indicate that the cleric may be able to turn the undead. Roll two 6-sided dice, if the roll is equal to, or greater than, the number given in the table it means the cleric has been successful in turning the undead and a second die roll can be used to determine how many have been affected.

USE OF THE WORD *LEVEL*

The word *level* is used in the game to mean successively deeper strata of the dungeon labyrinths. Also, characters advance in experience by level and at each new level they increase their hit dice (the amount of damage they can take) and increase in special abilities such as theft or magic. Level is used in reference to monsters to indicate how tough and ferocious they are. Thus a monster's level usually indicates its hit dice and special abilities, and is a measure of how hard it is to kill. A fifth level monster, such as a 5-headed hydra, is worth many more experience points than a first level orc.

Most dungeons are constructed of deeper and deeper levels below the surface. Usually the dungeon level indicates how difficult it is. Thus, the third level of a dungeon would contain monsters primarily drawn from the third level, although not exclusively. Such an area of the dungeon would be particularly dangerous for first level characters and probably should not be attempted until they have more experience.

We are talking, therefore of dungeon level, monster level, character level and spell level. Example: "While on the 4th dungeon level, my 6th level magic-user encountered a 5th level monster and attacked it with a 3rd level spell!" The multiple usage of the term "level" will become quite familiar and not at all confusing once players have participated in a few sessions of the game.

CLERICS VS. UNDEAD TABLE

Cleric Level	Undead Type							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	no effect.				
2	T	7	9	11	no effect.			
3	T	T	7	9	11	no effect		

Number = score needed to turn away
T = automatically turned away, up to 2 dice in number

MAGIC SPELLS

A first level magic-user (medium) or a second level cleric (adept) may cast one spell, and as they go up in experience points the number of spells increases. The magic-user acquires books containing the spells, the study of which allows him to memorize a spell for use. He can then throw the spell by saying the magic words and making gestures with his hands. This means that a magic-user bound and gagged can not use his magic. In some cases the spell may require substances or apparatus, such as conjuring a water elemental (5th level) requires the presence of water, a sleep spell requires a pinch of sand. A magic-user must concentrate on his spell, so he can not cast a spell and walk or run at the same time, and he certainly can not cast a spell while engaged in combat. Then, after all that, the spell may not work!

More important, as the spell is recited it fades from the spell-caster's mind and he can not use it again! He must go back to his study and re-learn the spell. This takes at least 1 day. Magic-users can not bring their magic books into the dungeon with them. Always assume that more than 1 day has passed between expeditions, so that a magic-user who leaves the dungeon and goes home may start a new game with all his spells ready, but the appropriate time lag must be carefully noted.

This rule places great limitations on the magic-user's power, but there are ways to partially overcome them. One is to have the spell written out on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a scroll also can only be used once. Magic users may make a scroll of a spell they already "know" (i.e. have in their magic book) at a cost of 100 gold pieces and 1 week's work for each spell of the first level, 200 gold pieces and 2 weeks for a second level spell (if the magic-user is third level), etc.

Certain magical items which can be found in dungeons can be used by magic-users, and often only by magic-users. Thus there are magic wands, staves, rings, amulets, potions, scrolls and similar items which gave the user magical powers just as if he had a magic spell. Some of these are described later under TREASURE.

It is also possible for a magic-user, through the expenditure of much money for research, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 gold pieces per level of spell and one week of time. He then has a 20% chance of success. The player rolls two 20-sided dice and reads them off, the first number being tens and the second units. If the die are different colors decide in advance which is the tens die. A roll of 20 or anything less than 20 means the spell research was successful, the magic-user writes it into his book and may use the spell, subject to the rules above and the restrictions given below.

The number of spells a magic-user may employ during an adventure is determined by what level magic-user he may be. If he is a first level, only one. He gets to choose the spell he will memorize from his books and he does this before the expedition starts off. He does not necessarily get to choose from the entire list of first level spells, however. That depends on his intelligence, as shown in the table below.

Intelligence of Magic-User	% Chance to Know Any Given Spell	Number of Spells Knowable per Level	
		Minimum	Maximum
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

Let us suppose that old Malchor the first level magic-user is planning on going on a dangerous quest. His intelligence is only 10 (equal to maybe an IQ of 100!) and he can not have studied and copied into his books all the spells listed under Book of First Level Spells (this list is given later). The most he can have available is 6 and the least 4 (maximum and minimum from the table above). The game player would like to give him the Sleep Spell. His chance to "know" this spell — have it available in his books is 50% (from the table) — so two 20-sided dice are rolled to give a percentage, using the system described earlier. A roll of anything less than 51 means the spell is available, 51 or above, it is not, and poor Malchor must try tor another spell. Incidentally, if he goes through the entire list without getting his minimum of 4 spells, he gets to try again. Once the spell is in his magic books, Malchor can memorize it for use, but being a first level magic-user, he can only memorize one spell. Further study and experience with magic expands his ability and when he reaches second level he can carry two spells in his head!

SAVING THROWS

Even when a magical spell has been properly thrown, it does not always work. Anyone subjected to magical attack rolls a special die to see if the magic took effect (see below). This die roll is called a "saving throw" because if you roll the correct number (given in the chart below) or any higher number, you are unaffected or "saved."

Saving Throw Table — Levels 1 to 3
(Use a 20-sided die)

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

Failure to make the total indicated results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the

total indicated, or higher, means the weapon either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fire ball, lightning, wand of cold and staves). Higher level characters get better saving throws and these are given in ***ADVANCED DUNGEONS & DRAGONS.***

Numbers can be generated as follows: Mark one set of faces on a 20-sided die by coloring with a red permanent marker on one of each faces — 0, 1, 2, 3, etc. The marked faces will be considered to have a ten added to them — 1 = 11, 2 = 12, 3 = 13, etc. Unmarked 0 = 10, marked 0 = 20. This die will also be used to determine the results of combat from the combat table.

MONSTER SAVING THROWS

Evil men and man-type monsters like goblins and orcs make man-type saving throws. Higher level monsters are tougher and more resistant to magic, just as player characters are. Monsters use the table above, most monsters being considered as fighters for purposes of saving throw, although magic-using monsters would use the magic-user or fighter column, whichever was more favorable, if not a human. The same applies to monsters using clerical-type magic. For conversion of monsters to the table, count each hit die as one level.

There are many special cases. The undead are unaffected by poison (except zombies who are poisoned by salt) and unaffected by spells which require a living mind: sleep, charm person, hypnosis, etc. Large or powerful creatures like demons, balrogs and dragons may be highly resistant to certain kinds of spells especially if thrown by a magic-user of lower level than their own level.

MAGIC-USER SPELLS

Book of First Level Spells:

Charm Person	Protection from Evil
Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

FIRST LEVEL SPELLS

Charm Person — Level 1; Range: 120 feet

This spell applies to all two legged, generally mammalian humanoids of approximately man size including sprites, pixies, nixies, kobolds, goblins, orcs, hobgoblins and gnolls. It does not affect the undead or large monsters. If the spell is successful it will cause the charmed entity to come completely under the influence of the magic-user. The possibility of the entity breaking free from the charm spell later depends upon its intelligence. A new saving throw will be made according to the following schedule:

Intelligence	New Saving throw every:
3-6	month
7-9	three weeks
10-11	two weeks
12-15	one week
16-17	two days
18 or more	day

Dancing Lights — Level: 1; Range: 120 feet; Duration, 2 turns

This spell creates from 1-6 lantern-like lights which give the appearance of the illumination carried by a party of dungeon adventurers or a similar group. The magic-user can cause them to move, even around corners, up to the maximum range of the spell. Once cast, the magic-user need simply speak his desire, and the lights follow instructions, so there is no need for continued concentration.

Detect Magic — Level 1; Range: 60 feet; Duration: 2 turns

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked," etc.

Enlargement — Level 1; Range: 30 feet; Duration: 1 + level of spell caster in turns

This spell increases the size and mass of the object upon which it is cast. It doubles the size of non-living matter, and it increases the size of living matter by one-half. Only one object or thing can be affected by the spell, and the caster must be able to see or touch the object or thing in order to make the spell work. Note it will not add to the magical nature of any object, so a potion enlarged will simply be a single potion with a greater volume. It will, for example, make a door stronger, however, as an *enlargement* spell will cause it to be twice as thick. In cases where the object is very large, the spell is limited by a volume equal to 12 cubic feet/level of the spell caster, i.e. a 10th level magic-user could enlarge an object up to 120 cubic feet in volume.

Hold Portal — Level 1; Range: 10 feet; Duration 2-12 turns

A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two 6-sided dice to determine the duration of the spell in turns. A dispel *magic* will negate it, a strong anti-magical creature like a Balrog will shatter it and a *knock spell* will open it.

Light — Level 1; Range: 120 feet; Duration: 6 + level of spell caster in turns

A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 plus the level of the user. Thus a first level magic-user could cast the spell for 7 turns, and, of course, he could turn it off before 7 turns had gone by, but he would not be able to cast it again during that game.

Magic Missile — Level 1 ; Range: 1 50 feet

A conjured missile equal to a magic arrow, and it does 1 die roll plus 1 point (2-7) to any creature it strikes. Roll the missile fire like a long bow arrow *(Missile Fire Table).* Higher level magic-users fire more than one missile.

Protection from Evil — Level 1; Range: 0 feet; Duration: 6 turns

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters such as elementals, invisible stalkers, demons, etc. It serves as an "armor" from evil attacks, adding + 1 to all the users saving throws, and subtracting -1 from the hit probability of evil opponents. These effects are cumulative with such magical protections as magic armor and rings of protection.

Read Languages — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which directions and the like are read, particularly treasure maps. Very much like read magic spell below. The zero range merely means that the magic-user casts the spell on himself or on something he touches.

Read Magic — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a magic-user. (Note once a scroll is looked at under a Read Magic spell, the magic-user can read it again without such aid.)

Shield — Level 1 ; Range: 0 feet; Duration: 2 turns

By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of plate armor and shield (armor class 2) against missiles, chain mail and shield (armor class 4) against other attacks.

Sleep — Level 1 ; Range: 240 feet; Duration: 4-16 turns

Puts all kinds of creatures to sleep for 2-8 turns. Monsters of higher level are less affected as follows. To determine the number of creatures put to sleep by the spell: if the creatures have up to 1 die of hit points (or 1 die +1 point), roll two 8-sided dice to find the number put to sleep, creatures with 2 dice of hit points (or 2 dice + 1 hit point) roll two 6-sided dice, creatures with 3 dice of hit points (or 3 dice + 2 points) roll one 6-sided die, and of creatures of 4 dice (or 4 dice + 1 point) only one will be put to sleep. Creatures with more hit dice are unaffected by the spell. Undead are always unaffected. There are no saving throws allowed.

Tenser's Floating Disc — Level 1; Range: 10 feet; Duration: 6 turns

The wizard, Tenser, always greedy for more treasure, devised this spell. It summons a floating platform which is disc-shaped. The disc floats at approximately waist height and can bear up to 5,000 gold pieces in weight. The disc will follow the magic-user who created it wherever he goes, staying six feet behind him at all times. When the spell wears out anything still upon the floating disc will fall to the ground.

Ventriloquism — Level 1 ; Range: 60 feet; Duration: 2 turns

Allows the user to make the sound of his voice issue from someplace else, such as a statue, animal, behind a door, etc.

SECOND LEVEL SPELLS

Audible Glamer — Level 2; Range: 240 feet; Duration: 2 turns

By means of this spell the magic-user is able to create an auditory hallucination. The volume of sound and the number of voices, calls, etc. is a direct function of the level of the sender. At second level the caster can, at best, make it seem as if 2-8 persons were conversing in normal tones. With each additional level which the magic-user attains a like volume can be added, i.e. at third level the caster could create the sound of 4-16 persons moving and speaking normally, or half that number shouting and fighting. For other than human sounds simply judge by relative sound volume (a lion roaring would require a forth level casting, but the sound of a giant snake approaching would easily be accomplished by a second level magic-user).

Continual Light — Level 2; Range: 120 feet; Duration: infinite

Sheds a circle of light wherever the caster desires. Creates a circle of illumination 6" in diameter, not equal to full daylight. Continues to shed light until dispelled.

Darkness — Level 2; Range: 1 20 feet; Duration: 6 turns

Causes total darkness in an area of 50 feet radius in which even infravision is useless. It can be countered by a dispel magic or a light spell. (Dispel magic is a third level spell.)

Detect Evil — Level 2; Range: 60 feet; Duration: 2 turns

A spell to detect evil thought or evil intent in any creature or evilly enchanted object. Poison, however, is neither good nor evil.

Detect Invisible — Level 2; Range: 10 feet X level of spell caster; Duration: 6 turns

A spell to find treasure hidden by an invisibility spell. It will also locate invisible creatures.

ESP — Level 2; Range: 60 feet; Duration: 1 2 turns

A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in darkness, or whatever a creature in range is thinking. The spell can penetrate 2 feet of rock but a thin coating of lead will prevent penetration. The undead do not think.

Invisibility — Level 2; Range: 240 feet; Duration: infinite

A spell which lasts until the user or some outside

force breaks it. The magic-user can cast it upon himself or any person or object in range. An invisible person can not attack and remain invisible; he becomes visible again before he strikes a blow, and the spell is broken.

Knock — Level 2; Range: 60 feet

Spell which opens known secret doors, held portals, doors locked by magic, barred and otherwise secured gates, locked chests, etc.

Levitate — Level 2; Range: 20 feet X level of spell caster in 10's of feet; Duration: 6 + level of spell caster in turns

This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by the use of his hands. Duration: 6 turns + level of user. Upwards motion 60 feet/turn. If cast on another person, range 20 feet for each level of magic-user.

Locate Object — Level 2; Range: 60 feet + level of spell caster in 10's of feet; Duration: 2 turns

In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus the exact nature, dimensions, color, etc. of some magical item would have to be known for the spell to work. A well-known object such as a flight of stairs leading up can be detected by this spell, however. The spell gives the direction of the object but not the distance and can only detect at a limited range.

Magic Mouth — Level 2; Range: 0 feet; Duration: infinite

Resembles ventriloquism in that sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is said. The magic mouth can be ordered to speak under certain conditions, such as when anyone comes within 10 feet, or when a specific person comes within 10 feet, etc. The spell lasts until the message is given. Message can not exceed 25 words.

Mirror Image — Level 2; Range: 0 feet; Duration: 6 turns

The spell caster creates 1 to 4 images of himself. Images are indistinguishable from the magic-user and do exactly what he does. Any attack on an image dispels it but does not affect the others. Roll a 4-sided die to determine the number of images created by the spell.

Phantasmal Forces — Level 2; Range: 240 feet; Duration: infinite

Creation of vivid illusions of nearly anything the user envisions (a kind of projected mental image). The illusion persists as long as the caster concentrates on it unless it is touched by a living creature. Damage caused by the illusion will be real if the illusion is believed to be real. Note the illusion is visual and not auditory.

Pyrotechnics — Level 2; Range: 240 feet; Duration: 6 turns

This spell requires some kind of real fire to work — a torch, brazier, campfire, etc. It can create either a great display of flashing fiery colors and lights resembling fireworks or a great amount of thick smoke covering an area of at least 20 cubic feet if a torch is the source, for example. The effect depends on the size of the fire used to cause it, and when the spell is used the fire-source is extinguished.

Ray of Enfeeblement — Level 2; Range: 30 feet

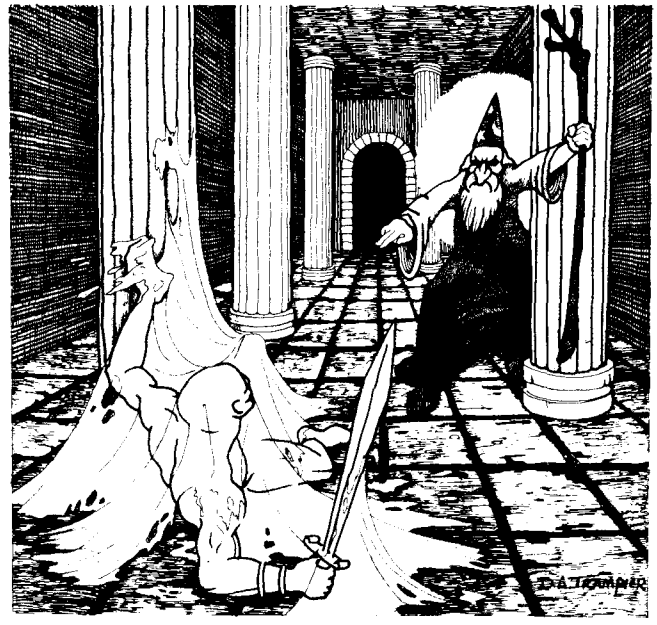
When the magic-user employs this spell a thin beam of coruscating grayish light springs from his hand. The creature struck by this ray will lose 4 points of strength for a number of melee rounds equal to the level of the spell caster. If the intended victim makes its saving throw against magic the ray does nothing to him. Creatures who lose strength will do 25% less damage than is indicated, per 4 points of strength lost, on all attacks which involve physical force or contact, i.e. striking, clawing, biting, squeezing, etc.

Strength — Level 2; Range: 0; Duration: 48 turns

This spell increases a fighter's strength by 2-8 points, a thief's by 1-6 points, or a cleric's by 1-4.

Web — Level 2; Range: 10 feet; Duration: 48 turns

Creates masses of sticky strands which are difficult to sever but subject to flame. Covers an area 10 X 10 X 20 feet. Giants can break through in two melee rounds, weaker creatures take much longer, i.e. a normal man would require 2-8 turns to get through them. A flaming sword will slash through a web in one melee round.



Wizard Lock — Level 2; Range: 10 feet; Duration: infinite

Similar to hold portal but lasts indefinitely. It can be opened by a knock spell without breaking the wizard spell. A wizard lock can be passed through without a spell by any magic-user three levels higher than the one who placed the spell.

THIRD LEVEL SPELLS

Third Level Spells can only be used by magic-users of the fifth level and above. They are listed above to give some idea of the range of magical possibilities.

CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

Book of First Level Spells:

Cure Light Wounds	*Protection from Evil*
Detect Evil	*Purify Food and Water*
Detect Magic	*Remove Fear*
Light	Resist Cold

Book of Second Level Spells:

Bless	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds — Level: clerical 1; Range: 0

During the course of one melee round this spell will heal damage done to a character, including elves, dwarves and hobbits. A die is rolled and 1 is added to it; the result is the number of hit points restored (2-7). The zero range means the cleric must touch the wounded person to heal him.

Detect Evil — Level: clerical 1; Range: 120 feet; Duration: 6 turns

Same as the magic-user's spell except for duration and range.

Detect Magic — Level: clerical 1; Range: 60 feet; Duration: 2 turns

Same as that for magic-users.

Remove Fear — Level: clerical 1; Range: 0

When the cleric lays his hands upon a person and chants this spell it will quiet fear. Thus, a person running away due to a fear wand attack gains another saving throw, adding the number equal to the level of the cleric to the die, i.e. a 2nd level cleric gives +2 to the saving throw against fear, a 5th level cleric adds 5, etc.

Resist Cold — Level: clerical 1; Range: 30 feet; Duration: 6 turns

This spell allows the person to resist the effects of cold. Freezing temperatures can be withstood with ease while the effects of the spell last, and it gives a +2 to saving throws against cold (wand or even dragon breath). Any damage sustained from cold is also reduced by -1 from each die of damage taken.

Light — Level: clerical 1; Range: 120 feet; Duration: 1 2 turns

Same as that for magic-users.

Protection from Evil — Level: clerical 1; Range: 0; Duration: 1 2 turns

Same as that for magic-users.

Purify Food and Water — Level: clerical 1; Range: 10 feet

This spell will make spoiled or poisoned food and water usable. The quantity affected is that which would serve a dozen people.

SECOND LEVEL CLERICAL SPELLS

Bless — Level: clerical 2; Range: 60 feet; Duration: 6 turns

Blessing raises morale and adds + 1 to attack dice of the party blessed. Blessing can be given during any turn the characters are not engaged in combat.

Find Traps — Level: clerical 2; Range: 30 feet; Duration: 2 turns

Enables the cleric to locate any magical and mechanical traps in a radius of 30 feet.

Hold Person — Level: clerical 2; Range: 120 feet; Duration: 6 + level of spell caster in turns

Similar to a charm person spell. Affects 1-4 persons. Holds the person or persons rooted to the spot unless released or the spell wears out. Duration is 6 turns + level of caster. If cast at one person alone it reduces his saving throw by 2.

Know Alignment — Level: clerical 2; Range: 10 feet; Duration: 2 turns

By employing this spell the cleric is able to tell exactly the alignment of any creature. That is: lawful good, lawful evil, chaotic good, chaotic evil, neutrality. Furthermore, this spell allows the cleric to tell how lawful or chaotic, good or evil, a creature is. Thus the cleric will be able to know whether a neutral person tends towards any of the four alignments.

Resist Fire— Level: clerical 2; Range 30 feet; Duration: 6 turns

Similar to the resist *cold* spell, this incantation allows the individual to resist normal fire for a maximum of 2 melee rounds. It gives a +2 on saving throws against fire of all sorts, and any damage sustained from fire is reduced by subtraction of 1 from each die of damage so sustained.

Silence: 15' Radius — Level: clerical 2; Range: 180 feet; Duration: 1 2 turns

Allows the user to cast silence in a large area so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well. Note conversation is not possible under a silence spell.

Snake Charm — Level: clerical 2; Range: 60 feet; Duration: special

Variable strength spell functioning better as the level of the user goes up. For each level the cleric has attained one level of snake(s) (1 hit die of snakes) can be charmed. Thus, a 3rd level cleric could charm 3 snakes with 1 hit die each or 1 snake with 3 hit dice. Duration depends upon the state of the snake at the

time of the spell casting. If it is not attacking duration is 2-5 turns; if it is attacking duration is 7-1 2 melee rounds.

Speak with Animals — Level: clerical 2; Range: 30 feet; Duration: 6 turns

Allows the cleric to speak with any form of animal and understand what they say in reply. There is a possibility the animals will do some service for the cleric, and they will not attack his party.

EVIL CLERIC SPELLS

Evil clerics have basically the same spells as do good clerics. However, spells in *italics* are reversed for evil clerics. The reversed spells are:

Cause Light Wounds
Detect Good
Darkness
Contaminate Food and Water
Cause Fear
Curse

COMBAT MELEE

Combat results are based on the attacker's ability (indicated by his "level") and the defender's abilities (indicated by his "armor class"). In a melee the attacker strikes a blow or "takes a swing." The probability of a hit is converted into a random number of 1 to 20 (the specially marked die is recommended). The attacking player rolls, and if the number indicated on the tables, or greater, is scored, a hit has been made on the opponent. He then makes another die roll, with one 6-sided die, to see how many points of damage were done by the hit. (The more complex system used for advanced play allows for varying amounts of damage by different weapons and by various sorts of monsters.) These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead. If he survives he gets to swing at his attacker. The die roll is read off the table for his attack capability against his opponent's armor class and he makes a 20-sided die roll. If he makes his score, or greater, damage points are rolled and subtracted. If he does not make his die roll the attack was a miss, glanced off his opponents shield or armor, etc. and the first opponent strikes again.

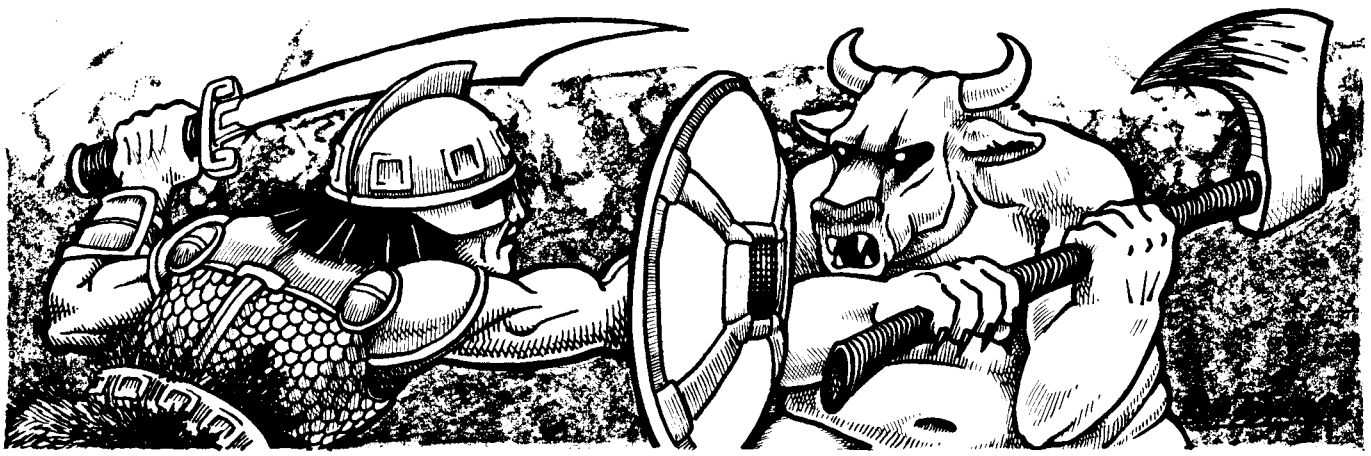
The combat tables used by D & D gamers are often extremely complicated. Full tables are given in ***ADVANCED DUNGEONS & DRAGONS.*** The tables below are deliberately simplified, but will take some practice to use them with facility. Once the system is mastered, however, players can add whatever modifications they wish.

Melee is the most exciting part of the game, but it must be imagined as if it were occuring in slow motion so that the effect of each blow can be worked out. When the party of adventurers is attacked by several monsters, all may be involved in melee, but the hand-to-hand battles must be fought one at a time and then the result imagined as if all were going on simultaneously.

DIE ROLL FOR CHARACTER TO SCORE A HIT, BY OPPONENT'S ARMOR CLASS

Armor Class	9 No Armor	8 Shield	7 Leather Armor	6 Leather & Shield	5 Chain Mail	4 Chain Mail & Shield	3 Plate Mail	2 Plate & Shield
Normal Man	1 1	1 2	1 3	1 4	15	16	17	18
1st-3rd Level Character	10	1 1	1 2	1 3	14	15	16	17

Score of number shown or higher is a hit.
For characters over 3rd level consult table in ***ADVANCED DUNGEONS & DRAGONS.***



A 20-sided die must be marked or colored so that one set of sides 0-9 is different from the other set. Count 0 as a 10. The marked set is then read as if 10 had been added to the roll (11-20), treating 0 as 10 or 20. This die is used for all combat resolution.

The "armor class" of humanoid monsters is literally the armor they are wearing (or possibly their skin/hide!). For non-human creatures, however, it is assigned partly on this basis, with strong armor class for scales and shells, and partly on the basis of difficulty to hit. Thus a small fast creature, like a vampire bat, might be hard to hit with a sword and could be assigned "armor class: plate" (AC 3) to indicate this although its own skin would make it seem more like "armor class: none" on first thought. All the monsters in the monster section given later have an armor class assigned and the Dungeon Master can make up an appropriate armor class for any new ones he invents .

If a creature is struck directly with oil (whether or not it is immediately set aflame) damage will be 1 8-sided die on the first melee round it is afire, and on the second melee round 2 8-sided dice of damage will be sustained; thereafter no further damage will be taken, as it is assumed that the oil has run off, been wiped off, burned away, etc.

Flasks of oil can be used as missiles, with characters hurling them at adversaries. Naturally, even if such missiles strike they will not burst into flame by themselves, and some form of ignition is necessary in most cases. To hit a target with such a missile assume that a base score of 1 1 or better is required. Adjust this score according to dexterity (-1, 0, or +1 according to the dexterity of the individual). If the target is smaller than man sized add to the number required to hit as follows: target about 4' tall add 1 , about 2' tall add 2, about rat-sized or smaller add 3. In like manner lower the score required to hit if the target is larger than man-sized, i.e. target about 8' tall subtract 1 , about 18' tall subtract 2,

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

Armor Class	9	8	7	6	5	4	3	2
Monster's Hit Dice	No Armor	Shield	Leather	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
up to 1+1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2to3	8	9	10	1 1	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+to6+	5	6	7	8	9	10	1 1	12
7to8+	4	5	6	7	8	9	10	1 1
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

The number of damage points scored by a monster's hit is variable and is given in the monster section. In general, humanoid creatures and first level monsters do one six-sided die's worth of damage per "hit" — whether the hit is a sword blow, a bite, a horn gore, a clawing or whatever.

POISONED WEAPONS

If a hit is scored by a poisoned weapon, a curare tipped blowgun dart, the poisoned sting of a giant scorpion, etc., the victim must make his saving throw against poison or paralysis and also take the number of damage points indicated by the die roll. It is recommended that the Dungeon Master not allow players to make use of poisoned weapons in all but extreme situations.

FIRE

Flasks of oil can be spread on the floor of the dungeon and ignited. The pool will be 5 feet across, if circular, and the flames do 2 8-sided dice of damage to anything caught within the conflagration. The fire burns out in 1 turn or 10 melee rounds.

huge targets such as large dragons subtract 3. If the target is stationary, or nearly so, add 4 to the chance to hit (reduce the number needed to hit by 4). Treat the oil flask missile as a handhurled axe.

To ignite oil once the flask has struck, some flaming object must also be hurled at the target. A torch, a lantern, or any similar flaming missile will do. Probability to hit is the same as the oil flask missile, with an additional bonus of +2 to ignite the oil as the latter substance is assumed to have spread over a fairly large area.

Flaming oil will not harm such non-corporeal monsters as wraiths and spectres. It will harm skeletons, zombies, ghouls, wights and mummies — although it will do only half normal damage to the last two named. Similarly, monsters which normally use fire weapons — such as red dragons, fire giants, and hell hounds — are not harmed by flaming oil.

HOLY WATER

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.

MISSILE FIRE

Hits with arrows and other missiles are based on the range of the weapon in question. The short, medium and long ranges of missile weapons in feet are:

	Short Range	Medium Range	Long Range
Short Bow	0-50 feet	50-100 feet	100-150 feet
Horse Bow (Short Composite Bow)	0-60 feet	60-120 feet	120-180 feet
Long Bow	0-70 feet	70-140 feet	140-210 feet
Composite Bow	0-80 feet	80-160 feet	160-240 feet
Light Crossbow	0-60 feet	60-120 feet	120-180 feet
Heavy Crossbow	0-80 feet	80-160 feet	160-240 feet
Sling Stone	0-60 feet	60-120 feet	120-180 feet
Javelin	0-20 feet	20-40 feet	40-80 feet
Handhurled axe, spear or dagger	0-10 feet		10-30 feet

If the archer is firing at long range his dice roll for a hit is one higher than the score for hits with any other weapon, and is read off the table under the opponent's armor class. At medium range the archer uses the score as shown, and at close range he adds 1. Thus a longbowman fires an arrow at a giant rat (armor class: 7) at a range of 200 feet (long range). He needs a 13, rolls a 9 and misses. The rat advances and the archer fires another arrow when he is 60 feet away (short range). He rolls a 11, adds 1 for close range, getting a 12, a hit, and does one die of damage.

Note that ranges shown are for underground missile fire. Outdoors read feet as yards. Also, unless in a very high roofed area, all slinging, as well as long range fire, is not possible.

COVER

When an enemy figure is only partially exposed behind a wall, rocks, etc., the archer must subtract 2 (-2) from his die roll. Note that an enemy archer would not have to expose himself beyond partial cover to fire back. Figures behind high walls, firing through arrow slits or concealed in woods are very hard to hit. Subtract 4 from the die roll for missiles fired against such targets. Once the party is engaged in melee, arrows can not be fired into the fight because of the probability of hitting friendly characters.

MAGIC WEAPONS

Magic weapons are usually designated as +1, +2, +3, etc. This means that they give the wielder that many points to add to his roll for a hit. They may have other powers, do additional damage, etc., and some monsters can only be injured by magic weapons, being impervious to ordinary attack. Magic armor and shields subtract from the combat die roll of anyone striking at them, and the armor and shield bonuses are simply added together to determine the subtraction. Certain cursed armor and shields actually increase the probability of being hit by the indicated amount.

COMBAT ROUNDS, TIME AND MOVEMENT IN MELEE

There are ten "rounds" of combat per turn. Each round is ten seconds, so a combat turn is shorter than a regular turn, but results in at least as much muscular fatigue. Movement (if any) is usually at a sprint; an unarmored man can move 20 feet per melee round, a fully armored man only 10 feet. Each round consists of an exchange of blows with ordinary weapons. Light weapons such as the dagger allow two blows per round. The heavy two-handed sword, battle axe, halberd, flail, morning star, and most pole arm can be used only once every other round. The light crossbow takes time to cock and load, so it likewise can be fired only once every other round. The heavy crossbow takes twice as long to load and fire. Unless otherwise specified, monsters can strike, bite, claw, jab, etc. as fast as a man can strike with a hand weapon. Characters can be attacked by more than one opponent at a time; the Dungeon Master should be guided by the actual placement of the figures on a paper sketch or on the table in deciding how many opponents can engage as melee starts, always keeping in mind the dimensions of the dungeon itself. One would not expect to get more than two or three figures fighting side by side in a ten foot corridor, for example.

After each round of melee the players may move other characters than those engaged in actual combat into position to render assistance, etc. Remember that spells and missiles fired into a melee should be considered to strike members of one's own party as well as the enemy.

WHO GETS THE FIRST BLOW?

When two figures are brought into position 10 scale feet (or less) apart they may engage in melee. The character with the highest dexterity strikes first. If the Dungeon Master does not know the dexterity of an attacking monster he rolls it on the spot. Subject to the limitation of heavy weapons the two figures exchange blows in turn until the melee is resolved. If dexterities

are within 1 or 2 points of each other, a 6-sided die is rolled for each opponent, and the higher score gains initiative — first blow.

Attackers who surprise an opponent or who approach him from behind always get the first blow. Characters who are wounded continue to strike valiantly until they are killed or the melee ends in their favor, unless they choose to break off the combat and flee. If combat is broken off, the fleeing party must accept an attack without any return on his part, the attacker adding +2 to his die roll for hit probability, and the armor class of the fleeing party can not include a shield.

THE PARRY

A player may elect to have a character parry an attacker's blow. He must announce he is doing so before the opponent strikes. The parry subtracts 2 from the attacker's die roll. The person parrying does not get his next hit, using that part of the round for the parry. If the attacker still makes his roll and gets exactly the number needed, the parrying weapon was broken but no damage inflicted. It takes one melee round to draw a new weapon, but one hanging free, or in the other hand, can be employed immediately.

MELEE RESOLUTION — CONQUER, WITHDRAW, SURRENDER OR DIE!

A character in melee may withdraw from combat if there is space beside or behind him to withdraw into. His opponent gets a free swing at him as he does so with an attacker bonus of +2 on the die roll, and shields do not count as protection when withdrawing.

A losing combatant may offer to surrender. His opponent does not have to accept the offer, of course. Non-human monsters are often too unintelligent to consider such an offer.

If an opposing figure is killed or withdraws, the attacker may advance or pursue immediately — if the player desires — or he may take some other action.

EXAMPLES

"Bruno the Battler" smashes open a dungeon door and is confronted by a big goblin in chainmail armed with a scimitar. Bruno's dexterity is 13 and the goblin's only 9 so the fighting man draws his trusty sword and takes the first swing. He needs a 14, rolls an 8 and misses. The goblin swings at Bruno, who is wearing chainmail and carrying a shield. The goblin rolls a 12, his blow glances off Bruno's shield. Bruno swings again, a 15, gets a hit, rolls a die of damage, a 2. The goblin can take 4 points of hits so he swings back, rolls a 16, gets a hit. The damage die comes up 3. Bruno can take 6 points of hits, so he is still alive. He makes a desperate swing, a 17, gets a 4 on the 6-sided die for damage, the goblin is killed!

SECOND EXAMPLE

A party of adventurers is standing at an intersection of corridors when the Dungeon Master rolls a "wandering monster." Using the Wandering *Monster* Table, he determines that the party is being attacked by six large spiders with 1 + 1 (hit point) hit die each and they are 100 feet away. "Malchor" the magic-user throws a sleep spell but it only affects four of them; the other two keep coming. The party decides to fire arrows (the Dungeon Master rules that only those in the front row have a clear field of fire). The spiders are 50 feet away and coming fast. Two characters get off arrows from their long bows and they agree to both shoot at "the one on the left." They roll a 3 (an obvious miss) and a 15. The spiders are armor class: 8 (shield), and the range is medium for the longbow; the 15 is a hit and is found to do 4 damage points. The spider's hit die is rolled and comes up a 3 (+1), equalling 4 hit points — the creature is killed by a lucky arrow hit! The second spider keeps coming. The archers get off one more arrow apiece, a 6 and a 9, and the shafts miss! The two fighters drop their bows and draw swords as the monster is upon them, biting!

The Dungeon Master rolls the spider's dexterity: 10. Bruno the Battler has a 13 so he swings first, rolls an 8, a miss. The spider is next, rolls a 6. He needs a 15 against the fighting man's chain mail and shield, and he misses. "Mogo the Mighty," dexterity 9, swings last, rolls a 17, a hit! The spider takes 2 points of damage but can withstand 5 so it keeps fighting. The first round of melee is over. Bruno swings again, 10, another miss. The spider strikes, 16, Bruno takes 2 points of damage, not enough to kill him, but the spider's bite is poison. Bruno rolls his saving throw against poison, fails to make it, and dies a horrible death. Mogo, attempting to avenge his comrade, strikes again, a 6, and the blow glances harmlessly off the spider's armored head. The second round of melee is over!

Then the spider rolls a 6 and a 10, both misses and Mogo rolls a 4 and a 10, and so fails to strike a vital area through the spider's armor. Malchor has pulled back from the combat and the other members of the party are hurrying forward but have not yet reached the melee.

In the fifth round the spider makes a hit with a roll of 16 against Mogo's chain mail and does 1 point of damage plus the poisonous bite. Mogo rolls a saving throw of 12 (adjusted according to the weak poison of the spider) against the poison, so it doesn't affect him. He can take 3 hit points; he subtracts the 1 point of damage done and keeps fighting. His swing misses, however, a 2.

Five melee rounds have gone by when the Priestess Clarissa steps over the body of the fallen Bruno to join the fray. Her dexterity is only 6, however, so the spider and the fighting man exchange another set of swings without connecting before she can hit. Raising her heavy mace she deals the giant arachnid a blow of 19, connecting for a damage roll of 5. The spider falls dead with the side of its head smashed in!

Comment

This last example illustrates several things. When there is time, or when a magic-user says he is getting a spell ready, magic spells go off first. This is followed by any missile fire, if the distance to the monsters permits, and then melee is joined, after which no missile fire is permitted because of the danger of hitting friendly forces. If a magic-user is not involved in the melee he can get another spell off after 1 or more melee rounds

have gone by. If he is personally attacked he can't concentrate to use his magic but must draw his dagger and defend his skin! However, if the magic-user had some magical device — such as a wand or staff — it could be used in lieu of the dagger as an attack weapon.

MONSTERS

A large selection of monsters is given in alphabetical order and many more can be found in ***ADVANCED DUNGEONS & DRAGONS.*** No attempt has been made to include demons or gods and goddesses from the GODS, DEMI-GODS & HEROES Supplement. The Dungeon Master can easily invent new creatures or "borrow" them from works of fantasy and science fiction.

For each monster listed we give the move in feet per turn and the hit dice, which indicates how tough the creature is and how many experience points it is going to be worth. Armor class is needed for the combat table to determine how hard the creature is to hit. Treasure is discussed in the next section and a table there gives the different treasure designations. If the monster's alignment is given here, then there follows a brief description which should include any special powers and attributes of the creatures.

In setting up his dungeon, the Dungeon Master should be guided by the table given under *Wandering Monsters,* so that the adventurers have a reasonable chance of survival. There is endless opportunity for inventiveness in the game, however, and if a high hit dice monster is desired, ways can be invented to scale it down so that a low level party can have a chance of defeating it. If one wanted to use a chimera, for instance, in a campaign with low level characters, the creature could be scaled down. Maybe it ran into a high level magic-user and was partially shrunk by a magic spell, reducing its hit points. Or there might be a special magic sword, effective only against this chimera, hidden in the dungeon, and the adventurers given a hint or a legend that might lead them to it. In the interest of maintaining the balance of the game, however, a small or weak monster must not have a treasure anything like the hoard of a normal monster.

Determination of exactly how much treasure any monster has can be a difficult matter. To give too little will increase the probability of characters being slain before they are able to increase their level, and small treasures also tend to dampen enthusiasm for the game. On the other hand, too generous treasure stocking quickly turns the game into a give away show, where characters rocket through the levels without actually earning them, and such players seldom become truly able, often losing interest in the game because there is no challenge, no thrill of "risking your life."

The TREASURE TYPES TABLE (shown hereafter) is recommended for use only when there are exceptionally large numbers of low level monsters guarding them, or if the monsters are of exceptional strength (such as dragons). A good guide to the amount of treasure any given monster should be guarding is given in the MONSTER & TREASURE ASSORTMENTS which are included in the game. As a guideline, it should take a group of players from 6 to 12 adventures before any of their characters are able to gain sufficient experience to attain second level. This guidelining will hold true for successive levels. Note that it is assumed that the 6 to 12 adventures are ones in which a fair amount of treasure was brought back — some 10% to 20% of adventures will likely prove relatively profitless for one reason or another.

MONSTER LIST — BANDIT TO ZOMBIE

Bandit

Move: 120 feet/turn
Hit Dice: 1
Armor Class: variable (typically AC 6)
Treasure Type: A
Alignment: lawful evil — 25% probability
chaotic evil — 25% probability
neutral — 50% probability
Attacks: 1
Damage: 1-6 points

For every 30 bandits there will be 1 4th level fighting man (leader, etc.).

For every 50 there will be one 5th or 6th level fighter.

Over 200 — a 25% chance of a magic-user, (die 1-4, 10th level, 5-6, 11th level). 25% chance of a cleric, 8th level.

300 — there will absolutely be a magic-user, 50% chance of a cleric.

With these high level types, 5% chance for each level for magical accouterments (i.e. 4th level fighter, 4 X 5 = 20%, roll 20% or less means he has the item, then chosen from the appropriate list by die roll).

Fighting Men — Armor, Shield, Sword

Magic-user — Wand/Staff, Ring, Miscellaneous Magic

Cleric — Miscellaneous Weapon, Armor, Shield

Armor Class — Supernormal characters: chain mail and shield, barded horses. Regular troops in leather and shield.

25% will have bows — short bow or light crossbow.

25% will be cavalry — leather and shield.

10% will be medium horse-clad in chain mail and shield. Horses are unarmored, however.

Will have prisoners in a ratio of 1/10 bandits.

Each bandit carries 3-18 silver pieces on his person.

Basilisk

Move: 60 feet/turn
Hit Dice: 6 + 1 hit point
Armor Class: 4
Treasure Type: F
Alignment: neutral
Attacks: 1 bite
Damage: 1-10 points

A rather small reptilian monster, unintelligent, that turns creatures to stone by its glance or its touch. Saving throws applicable. It can be viewed in a mirror without harm. If it sees its own eyes in a mirror it must make a saving throw or be turned to stone!

Berserker

Move: 120 feet/turn
Hit Dice: 1 + 1 hit point
Armor Class: 7
Treasure Type: J
Alignment: neutral
Attacks: 1
Damage: 1-8 points

Berserkers are simply men mad with battle-lust. The force consists only of fighting men. When fighting normal men, kobolds, goblins or orcs, they add +2 to their attack die roll due to their ferocity. They never retreat or surrender, will always fight to the death.

No prisoners.

Black Pudding

Move: 60 feet/turn
Hit Dice: 10
Armor Class: 6
Treasure Type: nil
Attacks: 1
Damage: 3-24 points

A black amorphous blob, 5 to 30 feet in diameter, black pudding is always hungry and always dangerous. It moves 60 feet per turn, dissolves wood, corrodes metal, can not affect stone, and causes three dice of damage to exposed flesh. If an armored man runs through a black pudding it will eat away his armor in the next turn. Black puddings travel easily on ceilings and walls and can pass through small openings. It can be killed only by fire; other attacks break it up into smaller puddings, thus a magical flaming sword does normal damage to this monster.

Blink Dogs

Move: 120 feet/turn
Hit Dice: 4
Armor Class: 5
Treasure Type: C
Alignment: lawful good
Attacks: 1 bite
Damage: 1-6 points

Blink Dogs resemble African wild dogs, are highly intelligent, travel in packs, and employ a limited teleportation. When attacking they teleport close to the enemy and then reappear 1' to 4' away and attack in the same melee round. This teleporting is known as "blinking" and an instinct prevents a "blink" into a solid object. The entire pack will blink out and not reappear if seriously threatened. They will always attack a displacer beast.

Bugbear

Move: 90 feet/turn
Hit Dice: 3 + 1 hit point
Armor Class: 5
Treasure Type: B
Alignment: chaotic evil
Attacks: 1
Damage: 2-8 points

These creatures are great hairy goblin giants. Despite their size and shambling gait they move very quietly and attack without warning whenever they can. They surprise a party on a roll of 1-3 on a 6-sided die due to their stealth.

Carrion Crawler

Move: 120 feet/turn
Hit Dice: 3 + 1 hit point
Armor Class: 7
Treasure Type: B
Alignment: neutral
Attacks: 8 tentacles
Damage: 0

This scavenger is worm shaped, 9' long, 3 feet high at the head and moves quickly on multiple legs. It can move equally well on the wall or ceiling as on the level. The mouth parts are surrounded by eight tentacles, two feet long, which produce paralysis on touch (i.e. when a hit is made).

Chimera

Move: 120 feet/turn, 180 feet flying
Hit Dice: 9
Armor Class: 4
Treasure Type: F
Alignment: chaotic evil
Attacks: 2 claws + 3 heads = 5
Damage: 1-3/claw
2-8 for goat head
2-8 for lion head
3-12 for dragon head

The chimera has three heads — goat, lion and dragon. It has the forebody of a lion, the hindquarters of a goat and the wings of a dragon. The goat's head gores with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (with a 5 inch range and 3 dice of damage). Like a regular dragon, the dragon head will only breathe fire 50% of the time, the other 50% of the time it will bite. If the dragon head breathes fire (3 times/day maximum), the breath has a range of 50 feet and does 3-24 points of damage.

Cockatrice

Move: 90 feet/turn, 180 feet flying
Hit Dice: 5
Armor Class: 6
Treasure Type: D
Alignment: neutral
Attacks: 1
Damage: 1-6 points

A smallish monster with the head, wings and legs of a cock and the tail of a serpent. The cockatrice can fly and it turns opponents to stone with its touch if it scores a hit.

The monster is not intelligent.

Displacer Beast

Move: 150 feet/turn
Hit Dice: 6
Armor Class: 4
Treasure Type: D
Alignment: neutral (evil)
Attacks: 2 tentacles
Damage: 2-8 points each

The displacer beast resembles a puma with six legs and a pair of tentacles which grow from its shoulders. It attacks with the tentacles which have sharp horny edges. It is highly resistant to magic, gets a +2 on its saving throws.

The displacer beasts always appear to be 3 feet from their actual position. This makes the beast harder to hit. Subtract 2 from all attack die rolls against them and add +2 to all saving throws made by the beast.

Djinni

Move: 90 feet/turn, 240 feet flying
Hit Dice: 7 + 1 hit point
Armor Class: 5
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 2-16 hit points

The djinni are intelligent, free-willed air elementals. As such they are quite powerful and highly magical in nature. Although not able to do all of the things credited to them in fairy tales, they can: conjure food that is nutritionally sound, create drinkable beverages, magic soft goods and even wooden objects which have permanence into being, conjure metallic objects which will last for a short time (the harder the metal, the shorter the life, i.e. djinni gold lasts one day, but djinni steel lasts but one turn), create illusions with both visual and audial components which will remain until touched or dispelled magically (the djinni does not need to concentrate upon the illusion to maintain it in existence), make themselves invisible, make themselves gaseous in form, and each djinni is able to form itself into a whirlwind. A djinni whirlwind is a cone with a 10 foot base diameter, a 20 foot diameter at the top, and a height of 30 feet. It takes the djinni 1 full turn to go into this state — or come out of it. A djinni whirlwind will sweep aside and kill all creatures with fewer than two hit dice which it encounters, and it causes 2-12 hit points of damage to all other creatures caught in its path.

A djinni is able to carry up to 6,000 gold pieces in weight without tiring, walking or flying. It is able to carry a double load for a short time — 3 turns walking or 1 turn flying — but must then rest for a turn.

Very great magic-users and exceptionally wise clerics are rumored to be able to command or capture djinni so as to have them as servants.

Doppleganger

Move: 90 feet/turn
Hit Dice: 4
Armor Class: 5
Treasure Type: E
Alignment: chaotic evil/neutral
Attacks: 1
Damage: 1-12 hit points

These amorphous creatures are intelligent and of evil nature. A doppleganger is of mutable form, able to shape itself into the double of any humanoid creature (up to seven or so feet tall) it observes. Once in the likeness of the person it is imitating it will attack. The favorite trick of the doppleganger is to do away with the person whom it is imitating in a manner which does not alert the person's companions. Then, in the role of that individual, the doppleganger will attack the others by surprise, and at great advantage, as the group is engaged in some activity which distracts from its watchfulness, i.e. such as fighting with some other monster.

Sleep and *charm* spells do not affect dopplegangers. All other forms of magical attack are likewise difficult against them, as dopplegangers' saving throw scores are 10 or better against spells and 7 or better against magic wands.

Dragon

Move: 90 feet/turn, 240 feet flying
Hit Dice: variable
Armor Class: 2
Treasure Type: H
Alignment: variable
Attacks: 2 claws + 1 bite — 3
Damage: 1-6/claw, 4-24 per bite

Dragons come in many colors, sizes and shapes. Most are intelligent. Large, old dragons are far too formidible for low level characters to combat, and even young ones are exceedingly dangerous opponents. Of the dozen different kinds found in ***ADVANCED DUNGEONS & DRAGONS*** only four will be covered here.

Dragon Type	Breath Weapon	Breath Range & Shape	Hit Dice	Alignment
White	cold	80 foot X 30 foot cone	5-7	neutral/ chaotic evil
Black	acid	60 foot X 5 foot line	6-8	chaotic evil/ neutral
Red	fire	90 foot X 30 foot cone	9-11	chaotic evil
Brass	sleep/ fear	70 foot X 20 foot cone/ 50 foot X 40 foot cloud	6-8	neutral/ chaotic good

All dragons are able to use their breath weapons but three times per day, so often they will opt to attack by clawing and biting rather than breathing. To determine if a dragon will opt to breathe or attack otherwise after the first attack (when it always breathes) simply roll a 6-sided die, a score of 3 or less indicates the dragon will attack by claw and fang, while a 4 or better indicates it will breathe.

Cone-shaped breath weapons originate from the dragon's mouth with a 2 foot diameter.

Line-shaped breath weapons originate at the height of the dragon's head at the time of release and travel in a straight line.

Cloud-shaped breath weapons billow forth from the dragon's mouth to a height of 30 feet above the ground.

Hit dice for a dragon are indicative of its overall size, while the number of hit points per hit are an indication of the dragon's age. The number and value of hit dice also equal the damage done by the dragon's breath weapon. First, roll an 8-sided die to determine the overall size of the dragon: 1-2 = small (positively female), 3-6 = medium (equal chances for being male or female), 7-8 = large (positively male). For each type of dragon there is a spread of three hit dice, the lowest figure is for small size, the middle number is for medium size, and the highest is for large sized.

The age, or maturity, of a dragon is determined as follows:

Die Roll	Description and Age of Dragon	Value of Hit Dice and Breathe Weapon
1	very young — 1-5 years	1 hit point per die
2	young — 6-15 years	2 hit points per die
3	sub-adult— 16-25 years	3 hit points per die
4	young adult — 26-50 years	4 hit points per die
5	adult — 51-100 years	5 hit points per die
6	old — 101-150 years	6 hit points per die
7	very old — 151-200 years	7 hit points per die
8	ancient — 201 + years	8 hit points per die

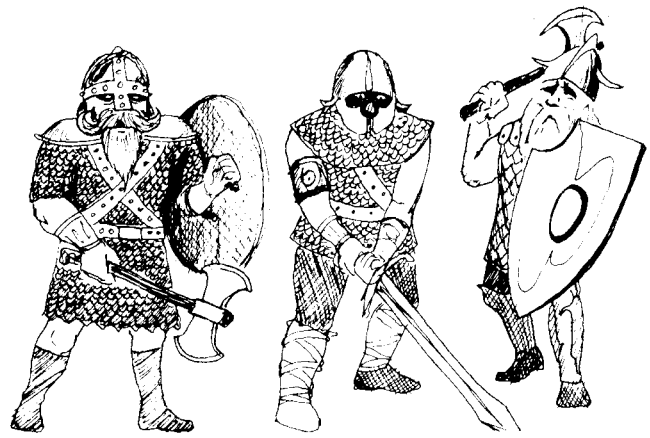
Example: A medium-sized young red dragon has 10 hit dice, and as it is young, each hit die is worth 2 hit points, so it can sustain a maximum of 20 hit points. If it breathes fire it will do a maximum of 20 hit points of damage to all creatures within the cone of fire — those which make their saving throw against dragon breath will take only one-half maximum damage, 10 hit points.

If characters encounter a sleeping dragon they can elect to attempt to subdue it rather than kill it (striking with the flat of weapons or hitting non-vital areas). A dragon is subdued when it has taken subduing hit points equal to its total hit points. In the case above, 20 subduing hit points would subdue the medium-sized young red dragon. However, until it is subdued it will fight normally. Once subdued, a dragon can be sold or forced to serve the character or characters who subdued it. Note that a dragon will stay in a subdued condition for a maximum of one month, and thereafter it will seek to kill its captor(s) and/or escape.

As dragons are intelligent, or semi-intelligent at worst, they will always act to their best advantage in any given situation — bargaining, combat, or in captivity.

The amount of treasure shown for a dragon is a broad generalization. Very young and young dragons are unlikely to have accumulated any wealth. Small dragons will have less than medium-sized or large ones. Dragons with more hit dice — more powerful dragons — will tend to have more treasure than weaker ones. Very old and ancient dragons will usually have more wealth and magic in their hordes.

Saving throws against dragon breath weapons normally reduce damage by one-half. In the case of the brass dragon, the saving throw will indicate whether or not the weapon has any effect. If the dragon breathes a cone of sleep gas, and a victim fails to make his saving throw, he will sleep as if struck by a *sleep* spell, regardless of his level. If the dragon breathes a cloud of fear gas, treat its effects the same as a wand of fear; if the victim fails to make his saving throw he will run away at top speed for 1-3 turns, dropping everything he holds in his haste to flee. In either case, if the saving throw is made the breath weapon will have NO effect.



Dwarf

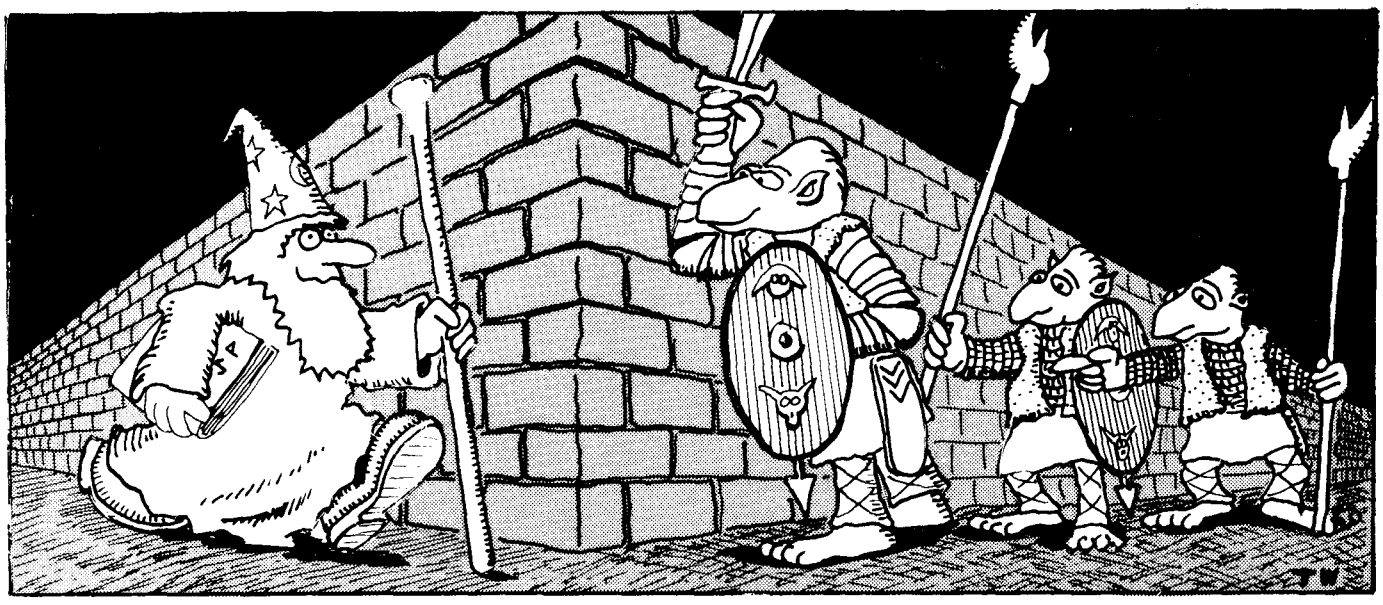
Move: 60 feet/turn
Hit Dice: 1
Armor Class: 4
Treasure Type: G
Alignment: lawful good 25%, neutral 75%
Attacks: 1
Damage: 1-8 points

These short sturdy folk have been described under characters. For every 40 dwarves (or possibly fewer) there will be one high order dwarf, the leader, who may have magic arms or armor, and be of level 2-7.

Elf

Move: 120 feet/turn
Hit Dice: 1 + 1
Armor Class: 5
Treasure Types: E
Alignment: chaotic good (some neutral)
Attacks: 1
Damage: 1-10 points

Elves generally are of two sorts, wood elves and high elves. When a group of 50 (or possibly fewer) is encountered, they will have a leader (fighter/magic-user) of 2-4 level/2-8 level ability. They are described in the characters section.



Gargoyle

Move: 90 feet/turn, 150 feet flying
Hit Dice: 4
Armor Class: 5
Treasure Type: C
Alignment: lawful evil
Attacks: 4
Damage: 1-4 points each

As depicted in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, winged beasts of hideous aspect. They will attack nearly anything that approaches them and are at least semi-intelligent and cunning. They can only be hit with magic weapons.

Gelatinous Cube

Move: 60 feet/turn
Hit Dice: 4
Armor Class: 8
Treasure Type: variable
Attacks: 1
Damage: 2-8 points

These monsters are shaped like cubes 10 feet or so on a side. They move through rooms and corridors of dungeons at 60 feet/turn, sweeping them clean of all living and dead material. In the process they may pick up indigestable items like gold and gems and carry them within their body. Flesh that comes into contact with the cube is anesthetized unless a saving throw against paralysis is made. The touch of the cube causes 2-8 points of damage as the creature seeks to devour its victim.

The gelatinous cube is subject to fire and normal weapons but not to cold, lightning or most spells.

Ghouls

Move: 90 feet/turn
Hit Dice: 2
Armor Class: 6
Treasure Type: B
Alignment: chaotic evil
Attacks: 3
Damage: 1-3 points

Ghouls are hideous humanoid creatures of bestial aspect who live on dead bodies. Ghouls paralyze any human/humanoid figure they touch except elves who are immune. The character touched gets to make his usual saving throw against paralysis. The ghoul must score a hit on the combat table to deliver its paralyzing blow, which also does regular damage. They otherwise melee in normal fashion and are subject to missile fire and regular weapons.

Giant

Move: 120 feet/turn
Hit Dice: 8-12
Armor Class: 4
Treasure Type: E + 5000 GP
Alignment: variable
Attacks: 1
Damage: variable

Giants can throw rocks like a catapult, range 200 feet with a 20 foot hit area. Each rock does 2 dice of damage to anything it hits. A giant can throw one rock every 5 melee rounds.

There are several ways to calculate catapult (giant) fire. This one is adapted from CHAINMAIL. If figures are being used on a table, the giant estimates the range to his target and throws. The actual distance is then measured. Two six-sided dice of different colors are then rolled. One color is an overshoot and the other an undershoot. To decide which number to use, take the greater. The miss is in inches, shown by the die spots. If they tie the rock lands at the specified range. Anything within 2 inches of the impact is hit. If figures are not used, treat the thrown rock as an arrow or other missile on the combat table.

Giants can be one of many types, including the following:

Giant Type	Hit Dice	Alignment	Lair	Size	Damage	Special Characteristics
Hill Giant	8	N/CE	Cave	12'	2-16	None
Stone Giant	9	N	Cave	14'	3-18	Throws rocks 240 ft. with a 30 ft. impact area.
Frost Giant	10 + 1	N/CE	Castle	16'	4-24	Impervious to cold. Does 2 die + 1 damage per hit.
Fire Giant	11 + 3	N/LE	Castle	12'	5-30	Impervious to fire, 2 dice + 2 damage.
Cloud Giant	12 + 2	N	Castle	18'	6-63	Keen sense of smell, 3 dice damage.
Storm Giant	15	N/CG	Castle, underwater, or mountain	24'	7-42	Can use weather control spell to cause storm. 3 dice + 3 damage.

Giants in castles usually have other monsters there — a hydra, wolves, bears or referee's choice.

Giants encountered outside their lair carry 1000 to 6000 gold pieces as well as rocks for throwing in their capacious shoulder sack.

Giant Tick

Move: 30 feet/turn
Hit Dice: 3
Armor Class: 4
Treasure Type: nil
Attacks: 1
Damage: 1-4 points

These over-grown insects live on blood. A hit indicates that they have attached themselves and will draw 4 hit points worth of blood per melee round until killed or burned. Fire makes them detach themselves. After a hit by a giant tick it is necessary to Cure Disease because the creature's bite carried a disease fatal in 2-8 days. Ticks are ambulatory and pursue prey, but usually drop from the ceiling or trees.

Gnome

Move: 60 feet/turn
Hit Dice: 1
Armor Class: 5
Treasure Type: C
Alignment: chaotic good 75%, neutral 25%
Attacks: 1
Damage: 1-6 points

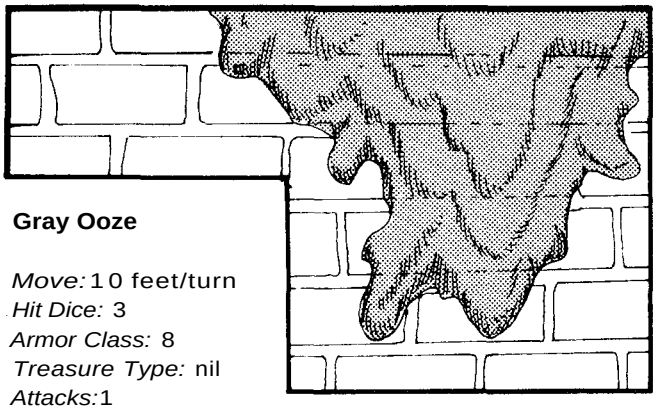
Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and inhabit low-land and hill burrows rather than mountains. They favor crossbows.

Goblin

Move: 60 feet/turn
Hit Dice: 1 - 1 point (but always at least 1)
Armor Class: 6
Treasure Class: L
Alignment: lawful evil
Attacks: 1
Damage: 1-6 points

Goblins fight at -1 off their attack die roll in full daylight. They can see in the dark. They always attack dwarves on sight.

In the goblin lair there will be a goblin king who fights as a hobgoblin. He has a bodyguard of 5-30 goblins who also fight as hobgoblins. They are large and fearless, fight at full strength under all conditions and take nothing off their hit die, in dark or light.



Gray Ooze

Move: 10 feet/turn
Hit Dice: 3
Armor Class: 8
Treasure Type: nil
Attacks: 1
Damage: 2-16 points

This seeping horror resembles wet stone and is difficult to detect. It can corrode metal in one turn. It does two 8-sided dice of damage to exposed flesh every turn it is in contact with it. It is impervious to cold and fire but can be killed by weapons and lightning. It moves only 10 feet per turn.

Green Slime

Move: 0
Hit Dice: 2
Armor Class: can always be hit
Treasure Type: nil
Attacks: 1
Damage: special

Non-mobile, this horror can be killed by fire or cold but is unaffected by other weapons. It eats away wood and metal, but not stone. Once in contact with flesh it sticks and penetrates in one turn, turning the flesh into green slime. It can not be scraped off but must be excised or treated with a Cure Disease spell. It often drops from high places, such as ceilings.

Griffon

Move: 120 feet/turn, 300 feet flying
Hit Dice: 7
Armor Class: 5
Treasure Type: E
Alignment: neutral
Attacks: 2 claws + 1 bite — 3
Damage: 1-4/claw, 2-16/bite

The griffon is a fierce, swift, and loyal steed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion. It will, however, always attack horses, being extremely fond of horseflesh, and can not be brought within 360 feet of horses. Wild griffons attack anyone who comes close to their nest.

Harpy

Move: 60 feet/turn, 150 feet flying
Hit Dice: 3
Armor Class: 7
Treasure Type: C
Alignment: chaotic evil
Attacks: 2 claws + 1 weapon
Damage: 1-4/attack

This creature has the lower body of an eagle and the upper torso and head of a woman. By their singing they lure men to them, their touch then charms them and they are killed and devoured. Any creature hearing the harpy song must make its saving throw against spells or be drawn irresistably to his doom!

Hell Hound

Move: 120 feet/turn
Hit Dice: 3-7
Armor Class: 4
Treasure Type: C
Alignment: lawful evil
Attacks: 1 bite
Damage: 1-6 points

Large reddish-brown hounds who can breathe fire, causing 3-7 6-sided dice of damage (equal in number to the hounds' hit dice). They can usually detect hidden invisible objects or creatures. Range of the fire breath is only five feet and is treated as a blow on the combat table, with special damage done per hit.

Hippogriff

Move: 180 feet/turn, 360 feet flying
Hit Dice: 3 + 1
Armor Class: CM, 5
Treasure Type: nil
Alignment: neutral
Attacks: 2 claws + 1 bite = 3
Damage: 1-6/claw, 1-10/bite

Having the foreparts of a great eagle and the hindquarters of a horse, the hippogriff is a fierce fighter, attacking with claws and beak. They can be used as steeds but will not herd with pegasi, and the two will normally fight each other:

Hobgoblin

Move: 90 feet/turn
Hit Dice: 1 + 1 hit point
Armor Class: 6
Treasure Type: D
Alignment: lawful evil
Attacks: 1
Damage: 1-8 points

A hobgoblin king and his bodyguard of 1-4 all fight as ogres. Hobgoblins are big, powerful goblinoids, and their morale (such as a saving throw against fear) is always a +1.

Horse

Move: see below
Hit Dice: 2 to 3
Armor Class: 7, unless wearing barding (horse armor)

Light horses move 240 feet/turn and have 2 hit dice.

Medium horses move 180 feet and have 2 + 1 hit dice.

Heavy war horses move 120 feet and have 3 hit dice.

Draft horses and mules move 120 feet and have 2 + 1 hit die.

Mules can often be taken into dungeons and they can carry 3,500 gold pieces. Horses can usually carry more, but lack the ability and calm necessary for dungeon expeditions.

Hydra

Move: 120 feet/turn
Hit Dice: varies with number of heads
Armor Class: 5
Treasure Type: B
Alignment: neutral
Attacks: 1/head
Damage: 1-6 points/head

Unlike the standard mythological concept of the Hydra as a snake with many heads, this beast is dinosaur-like with many heads. Each head is represented by one hit die of 6 points, so a three headed hydra has 18 hit points, a 6 headed one, 36. When six hit points are scored against the beast, one head has been killed. The hydra will continue to attack, however, if it has one head left, and usually all the heads attack at once, so it takes multiple bites every melee round.

Kobold

Move: 120 feet/turn
Hit Dice: $^1/_2$ (1-4 hit points each)
Armor Class: 7
Treasure Type: J
Alignment: lawful evil
Attacks: 1
Damage: 1-4

These evil dwarf-like creatures behave much like goblins, but are less powerful. A chieftain fights like a gnoll, as does his bodyguard of 1-6. Kobolds are highly resistant to magic and get a +3 on all saving throw dice except dragon breath. They have infravision.

Lizard Man

Move: 60 feet/120 feet in water
Hit Dice: 2 + 1 hit point
Armor Class: 5
Treasure Type: D
Alignment: neutral
Attacks: 1
Damage: 1-8

These aquatic monsters will capture men in order to take them to the tribal lair for a feast, with the man served as the main course! They are at least semi-intelligent and use weapons such as spears and clubs.

Lycanthrope

Move: see below
Hit Dice: see below
Armor Class: see below
Treasure Type: C
Alignment: see below
Attacks: 1
Damage: variable

There are many types of were-creatures, since the legend usually centers around the most dangerous and terrifying animal known. Thus we find were-wolves in Europe, were-tigers in India, were-leopards in Africa and were-sharks in Polynesia. The commonest types found in dungeons are:

Lycanthrope	Move	Hit Dice	Armor Class	Alignment	Damage
Wereboar	120'	4 + 1	4	neutral/chaotic good	2-12
Wererat	120'	3	7	neutral/lawful evil	1-6
Werebear	90'	6	2	neutral/chaotic good	3-24
Weretiger	120'	5	3	neutral/chaotic evil	3-18
Werewolf	150'	4	5	neutral/lawful evil	2-8

All were-creatures are unaffected by normal weapons. Silver and magic weapons score normal hits on them. Some lycanthropes must spend part of the time in human form (referee's discretion) and are vulnerable to all weapons in that form. All were-creatures are repelled by wolfsbane.

Anyone seriously wounded by a lycanthrope (50% of possible hit points) will become a lycanthrope in 2-24 days unless treated with a Cure Disease spell by a cleric.

Lycanthropes will often assume their human form to deceive their victims.

All were-creatures are intelligent in their animal form. Werebears are often good and may render assistance. Wererats spend much of their time in a giant part-rat, part-human form. They can move more silently, and can summon 10 to 100 rats as a vampire.

Manticore

Move: 120 feet/fly 180 feet/turn
Hit Dice: 6 + 1 hit point
Armor Class: 4
Treasure Type: D
Alignment: lawful evil
Attacks: 2 claws + 1 bite
Damage: 1-6 each

A huge lion-bodied monstrosity with a human face, dragon wings, and a tail full of iron spikes. There are 24 spikes in a manticore's tail and they can be fired, 6 at a time, like crossbow bolts with an 180 foot range. Their favorite prey is man.

Medusa

Move: 90 feet
Hit Dice: 4
Armor Class: 8
Treasure Type: F
Alignment: lawful evil
Attacks: 1
Damage: 1-6 hit points

Human of form with the living bodies of snakes (asps) growing from its head instead of hair. This monster is usually female. The gaze of the medusa turns creatures to stone, the bite of the asps on its head is poisonous and it will attempt to beguile victims into looking at it. It can be looked at in a mirror without harm, and if it sees its own gaze in a mirror, it is turned to stone.

Minotaur

Move: 120 feet/turn
Hit Dice: 6
Armor Class: 6
Treasure Type: C
Alignment: lawful evil
Attacks: 2 horns + 1 bite
Damage: 1-6 each

The minotaur is a bull-headed man (and all of us who have debated game rules are well acquainted with such). They are bigger than human size and are man-eaters. They will always attack and pursue as long as their prey is in sight. They usually inhabit tunnels, mazes and labyrinths.

Mummy

Move: 60 feet/turn
Hit Dice: 5 + 1 point
Armor Class: 5
Treasure Type: D
Alignment: lawful evil
Attacks: 1
Damage: 1-12 hit points

Mummies are also members of the undead. They do not drain life levels, but their touch (if they make a hit) causes the dreaded rotting mummy disease which makes wounds take ten times the usual rate of healing. A cleric can reduce this healing time to only twice normal with a *cure disease* spell if it is administered within an hour.

Only magic weapons can hit mummies, and they take only half damage from a hit. Note, however, that mummies are vulnerable to fire, including the ordinary kinds such as a torch.

When a mummy is first seen a saving throw vs. a spell must be made or the individual is paralyzed with fear and cannot move until the mummy strikes him or another member of the party. If the party numbers above 5 each member gains a +2 on his saving throw, as their numbers help dispel fear.

Nixie

Move: 60 feet/turn, 120 feet swimming
Hit Dice: 1
Armor Class: 7
Treasure Type: B
Alignment: neutral
Attacks: 1
Damage: 1-4

These water sprites will attempt to charm humans, lure them under water and enslave them for one year. For every 10 nixies seen, one *charm person* spell will be thrown on the party. They carry javelins and daggers and travel in the water with 10-100 fierce large fish.

Ochre Jelly

Move: 30 feet/turn
Hit Dice: 5
Armor Class: 8
Treasure Type: nil
Attacks: 1
Damage: 2-12 hit points

Ochre jelly is a giant amoeba which can only be killed by fire or cold. It is, of course, ochre colored. Hits with weapons or lightning merely make it into several smaller ochre jellies. It does 2 dice of damage per turn to exposed flesh but can not eat through metal or stone. It will destroy wood, leather or cloth and it seeps through small cracks easily.

Ogre

Move: 90 feet/turn
Hit Dice: 4 + 1 hit point
Armor Class: 6
Treasure Type: C + 1000 gold pieces
Alignment: chaotic evil
Attacks: 1
Damage: 1-10 hit points

These large and fearsome humanoid monsters range from 7 to 10 feet in height and are of various disgusting colors. Encountered outside of their "lair" they will be carrying 100-600 gold pieces each in their giant-like sacks.

Orc

Move: 90 feet/turn
Hit Dice: 1
Armor Class: 7
Treasure Type: D
Alignment: chaotic evil
Attacks: 1
Damage: 1-6 points

There are many tribes or nations of orcs. Members of different orc tribes cooperate poorly and attack members of another tribe on sight unless under a strong commander.

In large numbers they are likely to be accompanied by more powerful creatures. For every 100 orcs the chances are:

1-6 ogres	20%
1-4 trolls	10%

In full daylight orcs suffer a -1 off their attack dice.

Owl Bear

Move: 120 feet/turn
Hit Dice: 5
Armor Class: 5
Treasure Type: C
Alignment: neutral
Attacks: 3
Damage: 1-8 each

These are huge bears with the heads of owls. A male will stand 8 feet tall, weigh 1,500 pounds and have claws 2" long. Owl bears have ugly dispositions and will attack with beak, claw and bear-hug.

Pegasi

Move: 240 feet, fly 480 feet/turn
Hit Dice: 2 + 2 points
Armor Class: 6
Treasure Type: nil
Alignment: lawful good
Attacks: 2
Damage: 1-8 each

Winged horses are wild and shy and difficult to capture. They will serve only lawful good characters and fight as a heavy war horse.

Pixie

Move: 90 feet, fly 180 feet/turn
Hit Dice: 1

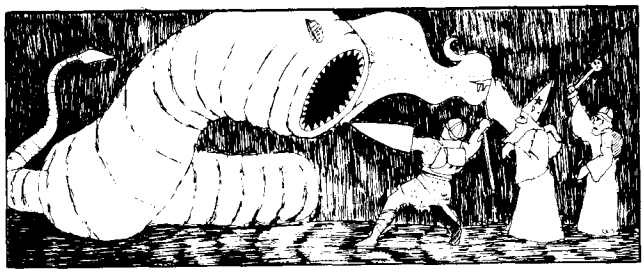
Armor Class: 3
Treasure Type: R + S
Alignment: neutral/chaotic good
Attacks: 1
Damage: 1-4

Small air sprites who are invisible unless they want to be seen or have a detect invisible spell thrown against them. Unlike most invisible creatures, they can attack while invisible, and always gain surprise on attacking. After that surprise wears off and defenders note minor shadows and air distortions caused by the pixies. They can fly for three turns, then must rest a turn. They use short bows, small spears, and daggers. Their royalty are powerful magic-users. All are friendly with elves and fairies.

Purple Worm

Move: 60 feet/turn
Hit Dice: 15
Armor Class: 6
Treasure Type: D
Alignment: neutral
Attacks: 2
Damage: 2-12 each

These huge and hungry monsters lurk nearly everywhere beneath the surface of the earth. Some reach a length of 50 feet and a diameter of 10 feet. There is a poisonous sting at the tail, and if it hits a saving throw vs. poison must be made. Its mouth is the more fearsome weapon for it is able to swallow opponents in a single gulp. Any hit more than 2 over the minimum necessary to hit indicates the purple worm has swallowed its victim. In six turns the swallowed creature will be dead, in twelve it will be digested and unrecoverable. Purple worms are unintelligent and always attack.



Rust Monster

Move: 120 feet/turn
Hit Dice: 5
Armor Class: 2
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 0

This inoffensive looking little creature is the bane of anyone wearing metal. Hits by a rust monster or hits delivered to one cause armor and weapons, even magic weapons, to rust instantaneously. The creature is fast and attracted by the smell of metal. It eats the rust and corroded metal created by its anti-metallic attack.

Shadow

Move: 90 feet/turn
Hit Dice: 2 + 2 hit points
Armor Class: 7
Treasure Type: F
Alignment: lawful evil
Attacks: 1
Damage: 1-4

Non-corporeal intelligent creatures who can be harmed only by magic weapons. Their touch, should they score a hit, also drains 1 point of strength (for 8 turns). If a creature is brought to 0 points it becomes a shadow.

Shadows are not turned by clerics nor are they affected by *sleep* or *charm* spells.

Skeleton

Move: 60 feet/turn
Hit Dice: $^1/_2$ (1-4 hit points)
Armor Class: 8
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 1-6 hit points

Animated skeletons act only under instructions of their motivator, an evil magic-user or cleric. They are commonly found near graveyards, dungeons, or deserted places but may be located elsewhere to guard a treasure. They do not have any treasure of their own. They can be dispelled by a good cleric but will otherwise always attack until totally wiped out. They are members of the "undead" and therefore unaffected by *sleep, charm* and *mind reading* spells. They usually make no noise since they do not move unless they are attacking.

Spectre

Move: 150 feet, fly 300 feet/turn
Hit Dice: 6
Armor Class: 2
Treasure Type: E
Alignment: lawful evil
Attacks: 1
Damage: 1-8 hit points

These monsters have no corporeal body and are totally impervious to all normal weaponry including silver-tipped arrows. The "Nazgul" of Tolkien fall into this category. They drain two life energy levels each time they score a hit. Men-types killed by a spectre become low-strength spectres under the control of the one who made them. Magical weapons score full hits on spectres.

Stirge

Move: 180 feet/turn
Hit Dice: 1
Armor Class: 7
Treasure Type: Q
Alignment: neutral
Attacks: 1
Damage: 1-3 hit points

Large bird-like creatures with long proboscises, rather like feathered ant-eaters. A hit scored by a stirge indicates that it has attached itself to its prey in order to suck its blood, and it will drain blood at a rate of 1-4 hit points per melee round thereafter. The stirge will continue to bloat itself with blood until killed or until its prey is a bloodless corpse. Attacks at +2 on all die rolls.

Troll

Move: 120 feet/turn
Hit Dice: 6 + 3 hit points
Armor Class: 6
Treasure Type: D
Alignment: chaotic evil
Attacks: 2 claws + 1 bite
Damage: 1-6 each

Thin and rubbery, loathsome trolls are able to regenerate, even if cut to pieces. The only way to prevent the regeneration is to burn the dead bodies or immerse them in acid. Trolls regenerate at a rate of 3 hit points per turn, beginning in the third melee round after they have been injured. They will resume combat when they have regenerated to 6 or more hit points.

Although they have the strength of ogres, they attack with talons and fangs and do only 1 die of damage per hit.

Unicorn

Move: 240 feet plus magical movement (below)
Hit Dice: 4
Armor Class: 2
Treasure Type: nil
Alignment: lawful good
Attacks: 2 hooves, 1 horn
Damage: 1-8 each

Unicorns are fierce and elusive. Only a pure maiden (in the strictest sense of the term) can subdue and ride them. They typically avoid humans. Unicorns attack as a mounted lance or spear and as a heavy horse. They can run 240 feet per turn or magically transport themselves and a rider 360 feet instantaneously through a *dimension door* spell once per day. They resist all magic on a roll of 8 or better on a 20-sided die.

Vampire

Move: 120 feet, can fly 180 feet/turn in bat form
Hit Dice: 7-9
Armor Class: 2
Treasure Type: F
Alignment: lawful evil
Attacks: 1
Damage: 1-10 hitpoints

Vampires drain two life energy levels, as do spectres, when they hit an opponent in combat. Magic weapons score full hits against them, but if their hit points are reduced to zero they merely assume a gaseous form and escape. They regenerate hit points beginning immediately on being hit and at a rate of 3 hit points per turn.

Vampires can only be killed by being impaled through the heart with a wooden stick, exposed to direct sunlight or immersed in running water. Silver weapons have no effect.

Vampires cast no reflection in a mirror and they withdraw from garlic, a mirror, or a cross (or similar holy symbol) if it is strongly presented. All vampires, regardless of religious background, are affected by the cross which is sovereign against them. They will not flee these symbols, but it can keep them from their intended victim if interposed between the vampire and its prey.

Men-types killed by a vampire become vampires under the control of the one who made them. Vampires can also call up 10 to 100 rats or 3 to 18 wolves to their aid. They can polymorph themselves into gaseous form or into a huge bat at will.

Vampires charm men-types by looking into their eyes (treat as a *charm* spell with a minus 2 on the victim's saving throw against the spell).

Werewolf, etc. — see Lycanthrope

Wight

Move: 90 feet/turn
Hit Dice: 3
Armor Class: 5
Treasure Type: B
Alignment: lawful evil
Attacks: 1
Damage: 0

Barrow wights (as per Tolkien) are nasty nearly immaterial creatures who drain away life energy levels when they score a hit in melee, one level per hit. Thus, a third level fighter would drop to second, losing hit die. An opponent totally drained of life energy by a wight becomes a wight under the control of the draining creature.

Normal weapons have no effects on wights. Silver tipped arrows score normal damage and magic arrows double damage against them.

Magic weapons of other types score full damage and those with a special bonus add the bonus to the number of hit points inflicted on the wight per hit.

Wraith

Move: 120 feet, fly 240 feet/turn
Hit Dice: 4
Armor Class; 3
Treasure Type: E
Alignment: lawful evil
Attacks: 1
Damage: 1-6 hit points

These monsters are immaterial and drain life energy, 1 level per hit. They are like wights, but have more hit dice and are harder to hit.

Silver tipped arrows score ½ die of damage. Magic arrows score only normal damage. They are impervious to normal weapons.

Yellow Mold

Move: non-mobile
Hit Dice: 2 per 10 square feet of mold
Armor Class: always hit
Treasure Type: nil
Attacks: 0
Damage: 1-6 hit points

This deadly fungus can be killed only by fire. It does one die of damage to exposed flesh and eats through wood or leather but does not harm metal or stone. Its worst threat is its spores. Rough contact with yellow mold has a 50% chance of releasing a cloud of asphyxiating spores 10' X 10' X 10'. All those caught within must make a saving throw against poison or be killed.

Zombie

Move: 120 feet/turn
Hit Dice: 2
Armor Class: 8
Treasure Type: nil
Alignment: neutral
Attacks: 1
Damage: 1-8

Corpses animated by the will of some evil magic-user or evil cleric. They may be placed to guard some item, but have no treasure of their own. They can be dispelled by a lawful cleric and destroyed by normal weapons. They are immune to spells of *sleep, charm* and *ESP* and make no noise until they attack. By nature they are slow, getting only one attack every other melee round.

TREASURE

As can be seen from the *MONSTERS* section, many monsters carry treasure or secrete it in their "lair," cave, or dungeon room. The treasure types are listed in the table below and descriptions and additional tables are given later. There are many more magical and wondrous items described in **ADVANCED DUNGEONS & DRAGONS,** and the Dungeon Master can easily invent treasure items of his own. The tables are designed to maintain some sort of balance between the value of the dungeon's treasures and the risks involved in obtaining it. It is highly recommended, for this reason, that neophyte Dungeon Masters use the tables.

BASE TREASURE VALUES

Coins:
1 copper piece (CP) equals 1/50 gold piece
1 silver piece (SP) equals 1/10 gold piece
1 electrum piece (EP) equals 1/2 gold piece
1 platinum piece (PP) equals 5/1 gold piece

or:
5 copper pieces equals 1 silver piece
10 silver pieces equals 1 gold piece
2 electrum pieces equals 1 gold piece
5 gold pieces equals 1 platinum piece

Gems:

The base value of gems is determined by rolling percentile dice to generate a random number from 01-00:

01-20	base value is —	10 gold pieces
21-45		50 gold pieces
46-75		100 gold pieces
76-95		500 gold pieces
96-00		1000 gold pieces

For every gem found roll a 6-sided die. Each 1 rolled indicates the gem is of the next higher value, up to a maximum of 1,000 gold pieces.

Jewelry:

Jewelry is worth from 300-1,800 gold pieces per piece. Roll three 6-sided dice to determine the value of each piece of jewelry.

Damaged jewelry is worth only one-half the value obtained by the dice. Jewelry is damaged by such things as very hot fire (such as a fire ball from a magic wand), lightning bolts, smashing, and similar rough treatment.

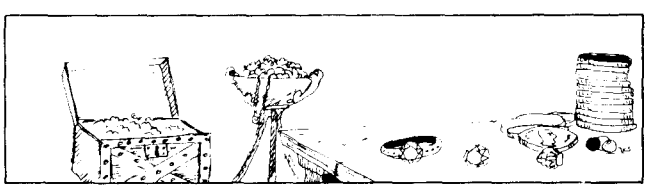
Use of the Treasure Table

Under each category of treasure is a possible number and a percentage. This means that, for example, Treasure Type A will contain between 1 to 6 thousand silver pieces 30% of the time. To use this information, after deciding to place a monster in a dungeon and have it guard a Type A treasure (from the Monster List), the Dungeon Master rolls two 20-sided dice and reads them off as a percentage. For the silver, anything rolled 30 or less means that silver is present. A six-sided die is then rolled to see how many thousands of silver pieces will be present. The Dungeon Master records this so that the players, when they reach the treasure, can be immediately told what they have found. It must be stressed that treasures shown are very large and generally only for use when large numbers of monsters are encountered.

Maps and Magic Categories

"Any" means the treasure may contain a map or a magic item. Roll of two 20-sided dice giving a "percentage" of 76 or higher means a map, lower than 76, a magic item from the lists described next. Maps must be made up by the Dungeon Master in advance, showing the location of treasures in the dungeon or its vicinity. Such treasures would be guarded by appropriate monsters and the maps need not be complete, entirely accurate, or might be written as a riddle, etc.

Magic items may be swords, other weapons, potions, scrolls, rings, wands or staves, or miscellaneous magical items. The die rolls to determine the items are given below.



TREASURE TABLE

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems and Jewelry*	Maps or Magic
A	1-6:25%	1-6:30%	1-4:20%	2-12:35%	1-4:25%	6-36:50%	30%: any 3
B	1-8:50%	1-6:25%	1-4:25%	1-3:25%	nil	1-6:25%	10%: weapon, armor, or misc. weapon
C	1-12:20%	1-4:30%	1-4:10%	nil	nil	1-4:25%	10%: any 2
D	1-8:10%	1-12:15%	nil	1-6:60%	nil	1-8:30%	15%: any 2 + 1 potion
E	1-10:05%	1-12:30%	1-4:25%	1-8:25%	nil	1-10:10%	25%: any 3 + 1 scroll
F	nil	2-20:10%	1-8:20%	1-12:45%	1-6:30%	2-24:20% 1-12:10%	30%: no weapons, any other 3 + 1 potion and 1 scroll
G	nil	nil	nil	10-40:50%	1-12:50%	3-18:25% 1-10:25%	35%: any 4 + 1 scroll
H	3-24:25%	1-100:50%	10-40:50%	10-60:50%	10-40:25%	1-100:50% 10-40:50%	15%: any 4 + 1 potion and 1 scroll
I	nil	nil	nil	nil	3-18:30%	2-16:50%	15%: any 1
J	3-24 pieces per individual	nil	nil	nil	nil	nil	nil
K	nil	3-18 pieces per individual	nil	nil	nil	nil	nil
L	nil	nil	2-12 pieces per individual	nil	nil	nil	nil
M	nil	nil	nil	2-8 pieces per individual	nil	nil	nil
N	nil	nil	nil	nil	1-6 pieces per individual	nil	nil
O	1-4:25%	1-3:10%	nil	nil	nil	nil	nil
P	nil	1-6:30%	1-2:10%	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	1-4:50% nil	nil
R	nil	nil	nil	2-8:40%	10-60:50%	5-20:55% 2-12:45%	nil
S	nil	nil	nil	nil	nil	nil	40%: 2-8 potions
T	nil	nil	nil	nil	nil	nil	50%: 1-4 scrolls

*Roll for each category (Gems and Jewelry), probability shown if different for either category.

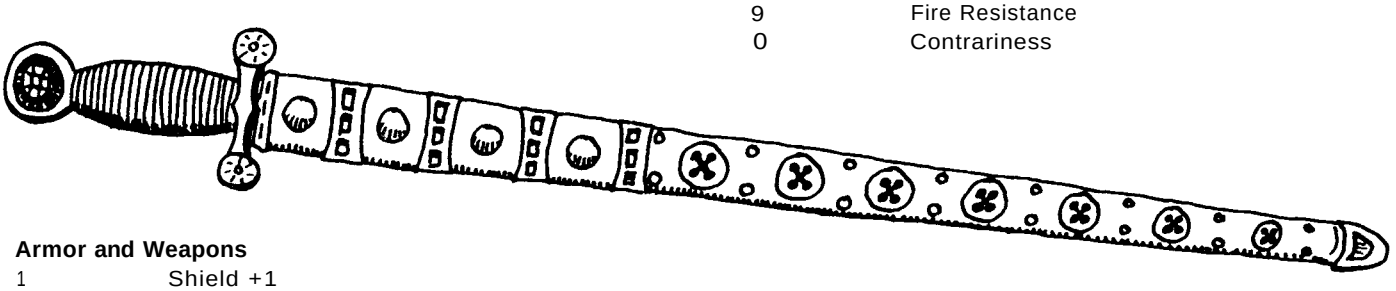
Magic Items Die Roll

01-20	Sword
21-40	Other Weapons and Armor
41-65	Potion
66-85	Scroll
86-90	Ring
91-95	Wand or Staff
96-00	Miscellaneous Magic

Once the category of magic items is determined (from the table or a die roll), go to the appropriate table below and roll a 20-sided die for identification of the item. Magic items are described in the next section.

Swords

Die Roll	
1	Sword +1
2	Sword +1, +2 against Lycanthropes
3	Sword +1, Flaming, +2 against Trolls, +3 against Undead
4	Sword +2
5	Sword +1, Locating Object Ability
6	Sword +1, +3 against Dragons
7	Sword +1, +2 against Magic-users and Enchanted Monsters
8	Sword +3
9	Sword -1 Cursed
0	Sword -2 Cursed



Armor and Weapons

1	Shield +1
2	Armor +1
3	10 Magic Arrows +1
4	Magic Bow +1
5	Dagger +1 against man-sized opponents, +2 vs. goblins and kobolds.
6	Dagger +2 against man-sized opponents, +3 vs. orcs, goblins and kobolds
7	Axe +1
8	War Hammer +1
9	Spear +1
0	Cursed Armor, looks like +1 Armor but adds +2 to opponent likelihood of hitting the wearer!

Potions

1	Growth
2	Diminution
3	Giant Strength
4	Invisibility
5	Gaseous Form
6	Speed
7	Flying
8	Delusion
9	Poison
0	Healing

Scrolls

Scrolls may contain any of the spells previously described, under Spells or described here as *potions, rings, wands,* etc.

1	Any one spell
2	Any two spells
3	Any three spells
4	Cursed scrolls, curse affects the reader immediately
5	Protection from lycanthropes
6	Protection from undead
7	Protection from magic
8	Any potion spell except delusion or poison
9	Any ring spell except wishes or regeneration
0	Any wand spell

Rings

1	Invisibility
2	Animal Control
3	Plant Control
4	Weakness
5	Protection +1
6	Three Wishes
7	Regeneration
8	Water Walking
9	Fire Resistance
0	Contrariness

Wands and Staves

1	Wand of Magic Detection
2	Wand of Secret Door & Trap Detection
3	Wand of Fear
4	Wand of Cold
5	Wand of Paralyzation
6	Wand of Fire Ball
7	Staff of Healing
8	Snake Staff
9	Staff of Striking
0	Rod of Cancellation

Miscellaneous Magic Items

1	Crystal Ball
2	Medallion of ESP
3	Bag of Holding
4	Elven Cloak and Boots
5	Broom of Flying
6	Helm of Telepathy
7	Bag of Devouring
8	Helm of Evil/Good
9	Rope of Climbing
0	Gauntlets of Ogre Power

EXPLANATION OF MAGICAL ITEMS

Magical Weapons

Weapons with a plus after them are magical and the user adds the plus to his die roll for a hit. In addition some monsters can only be injured by magical weapons. Some magic weapons also do additional damage besides increasing the probability of a hit. Any sword that is +2 or +3 against particular opponents (trolls, undead, etc.) does the indicated additional damage. Any magic arrow, in addition to being +1 on their chance of scoring a hit, also does +1 additional damage, unless specified otherwise due to the type of monster being shot. Magic bows merely confer +1 on the probability of a hit, the arrows do no additional damage. A magic arrow shot from a magic bow has a +2 probability of a hit. Magical weapons other than swords always add their bonus to both hit probability and to the points of damage scored. Thus, a War Hammer +2 adds to the chance of hitting and also does 2 additional hit points when it does strike. Magic armor and shields subtract their bonus from any attacker's ability to hit the wearer. Cursed armor increases the probability that the wearer will be hit by anyone attacking him.

Magical Potions

Potions will affect anyone who takes them. Some method of detecting the effects of the potion must be found. If the characters lack a detect magic spell, they may dare a tiny sip to see what the result may be. This would leave enough potion to accomplish its complete effect. Most potions come in small vials or flasks containing a single dose. The effects of most potions last somewhat longer than 6 turns. The Dungeon Master rolls a secret die to determine the number of additional turns and only informs the player when the effect of the potion has worn off.

Growth — A full dose will cause anyone to reach 30 feet in height. Partial doses can be taken.

Diminution — A full dose reduces anyone taking it to 6 inches in height.

Giant Strength — Confers the full advantages of stone giant prowess, including doing 3-18 points of damage when scoring a hit, and having the same hit probability as a stone giant.

Invisibility - Acts like an invisibility spell except that the duration is determined as above.

Gaseous Form — the users body assumes gaseous form, his weapons and armor drop off and he can penetrate any barrier which is not airtight. User retains cohesion and control over his new gaseous body.

Haste — User moves at twice normal speed and can deliver twice the usual number of blows during combat for the durations of the potion effect.

Fly — User can fly at will up to 120 feet per turn until the potion wears off.

Poison — The Dungeon Master will, on careful questioning, give a hint that the potion is dangerous. If taken, the character is allowed his saving throw against poison.

Delusion — Causes the user to think he has undergone the effect of any of the other potions on this list, whichever he seems to desire. In actuality, nothing happens to him.

Healing — Like a healing spell, repairs a six-sided die + 1 number of points of damage.

Scrolls

Select the spells from the appropriate list by some random method. The spells written on the scrolls can be read only by magic-users, except for the protection spells. The scroll can be used only once, the words fade from the scroll if it is read, leaving it blank. The magic-user can carefully unroll the top of the scroll and read the title without setting off the spell. The exception is the curse, which takes effect immediately when the scroll is first opened. The curse may change the reader of the scroll into a toad or an insect, or it may teleport to him an enraged monster chosen from the appropriate list by the Dungeon Master. The reader of the cursed scroll is allowed his saving throw to see if the curse takes effect. Protection scrolls can be read by anybody. They ring the reader and anyone near him with a 10 foot circle of protection against the specified evil which lasts for six turns. The sphere of protection from magic does not allow spells to be projected out of it anymore than it allows them to be projected into it.

Rings

Rings must be worn to take effect so a ring can be carried and put on only when desired. Only one magic ring can be worn on each hand. Rings can be used by anyone.

Invisibility — the invisibility lasts as long as the ring is worn. If the wearer attacks anything, however, he becomes visible and remains visible during any hostile action.

Animal Control — allows the wearer to command 3-18 small animals, 2-16 medium-sized animals or 1-6 large ones. The effect lasts indefinitely, so long as the wearer concentrates upon the control.

Plant Control — allows the wearer to control plants, including fungi, 1-6 in number if large, or a 10 X 10 foot area of ground covered with plants or grasses, but concentration must be maintained.

Weakness — affects the wearer immediately when it is placed on the finger, and it cannot be removed without a cleric's *remove curse* spell. Each turn the wearer of the ring becomes 10% weaker until he is at only one-half his normal strength. Weakness is reflected in defense, attack, and carrying ability. The only good thing about this ring is that there is a 5% chance that the curse will work in reverse when it is first put on, thus making the wearer *stronger* (up to the maximum 18,

naturally). A weakness ring which does not work in reverse will never do so, but one which does work in reverse for one person still has a 95% chance for causing weakness in any other who wears it.

Protection + 1 — serves as plate armor +1, and adds +1 to all saving throws.

Three Wishes — the wishes of the ring must be limited in power in order to maintain the balance of the game. This requires the utmost discretion on the part of the Dungeon Master. Greedy characters will typically ask for more wishes. The Dungeon Master should put that character in an endless closed time loop, moving him back to the time he first obtained the ring. Wishes for powerful items or great treasure should, if possible, be granted in such a way that they are of no benefit to the wisher. Wishes that unfortunate adventures had not happened should be granted. Often absolutely literal fulfillment of the wish wording is sufficient to limit its beneficial effects.

Regeneration — regenerates injury to the wearer at a rate of 1 hit point per turn, even is the wearer is killed and dismembered, unless the ring wearer is treated as a troll.

Water Walking — allows the wearer to walk on the surface of any body of water.

Fire Resistance — normal fires will have no effect on the wearer of this ring. Adds +2 to saving throws against fire balls or dragon fire and subtracts 1 hit point from each die of damage done by them.

Contrariness — the wearer will not wish to remove this ring and it cannot be removed without a remove curse spell (third level clerical spell). Causes the wearer to do the exact (or nearly exact) opposite of normal or of what is requested. If, for example, the wearer is told to not kill himself, he will agree — and instead attempt to kill the person suggesting he not kill himself.

Wands and Staves

Wands that have projectiles or rays are considered to do six 6-sided dice of damage and to have 100 charges or projectiles. Wands and staves can be used only by magic-users, or, when specified, by clerics.

Wand of Magic Detection — when held, the wand causes any magic item within 20 feet to glow or otherwise signal its presence.

Wand of Secret Doors and Trap Detection — the wand gives warning or points to any hidden door, panel, trap, etc. within 20 feet.

Wand of Fear — This wand can effect all creatures in a cone shaped area emanating from it, 60 feet long and 30 feet wide at the base. All within must make their saving throw or be panicked and flee, dropping everything they are holding and running away at top speed for 1-3 turns.

Wand of Cold — creates a cone shaped area of cold the same dimensions as the fear wand. Creatures that make their saving throw take half damage.

Wand of Paralyzation — Projects a ray the same dimensions as the fear wand. Those not making their throws are paralyzed for 6 turns.

Wand of Fire Balls — On activation, the wand produces a fire ball which will travel any distance, up to 240 feet, desired by the user and then explode with a burst radius of 20 feet, doing 6 dice of damage to anyone within range who fails their saving throw (half damage if saving throw is made). Fire ball blasts in confined spaces generally conform to the shape of the space (so watch out!).

Staff of Healing — a clerical staff which heals 2-7 hit points of damage with a touch. Can be used only once per day on any particular person, but will heal any number of different people in a day.

Snake Staff— a clerical staff which has a + 1 chance of hitting and does 1 die + 1 points of damage per hit. On command it will also coil around the creature hit rendering him helpless or preventing a counterattack for 1-4 turns. It then crawls back to the cleric who possesses it. It can also be commanded by its owner to release its victim.

Staff of Striking — Does not add to the probability of a hit, but if a hit is scored with it, it does 2-12 hit points of damage. It can be wielded only by a magic-user.

Rod of Cancellation — a rod of about four feet in length which can be employed by any character. It will function but once, but if it strikes any magic item its charge drains all magical properties from that item permanently. The character employing the rod adds 2 to his die roll to score hits.

Miscellaneous Magical Item

Crystal Ball — a magic-user can see things at a distance through the ball but can only use it three times a day or he will be driven mad. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the user of the ball and are close by. Unfamiliar and distant scenes are hard to perceive, the vision fades quickly and can not be regained. Spells can not be sent through the ball.

Medallion of ESP — any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6. Each time it is used the Dungeon Master should check it with a die roll.

Bag of Holding — Sack sized magic bag which will hold 10,000 gold pieces or an object up to 10 feet X 5 feet X 3 feet in size. The bag will then weigh 600 gold pieces in weight, or 300 for the gold and no more.

Elven Cloak — makes the wearer next to invisible (i.e. seen only on roll of 6 or a see invisible spell).

Elven Boots — allows for completely silent movement. The elven cloak and boots can be used by any character.

Broom of Flying — the user must know the "Word of Command," but then the broom will carry the user 240 feet per turn or come to him a distance of up to 240 feet on command. Carrying an extra person reduces the flying speed to 180 feet. The command word should be magically engraved on the broom or otherwise distinguished but not impossible to obtain by the broom's owner.

Helm of Telepathy -- Anyone putting on this helmet can read the thoughts of any creature within 90 feet. If more intelligent than the creature or character the wearer of the helm may be able to impress his will upon the creature. For monsters subtract 2 from their saving throw against this spell, for characters subtract 1 . Suggestions to kill oneself or do other acts contrary to the victims nature will not be carried out, but an attack could be stopped once begun.

Bag of Devouring — Looks just like a Bag of Holding but is actually an extension of an extra-dimensional monster. Anything placed within it is devoured in 7-12 turns.

Helm of Evil/Good — when a character places this helmet upon his or her head it immediately changes their alignment to the exact opposite: lawful good to chaotic evil, chaotic good to lawful evil, and vice versa. A neutral person wearing the helm will simply be *totally* self-seeking and do nothing to help anyone else in any way. The device can be removed only with a cleric's remove curse spell, and the person wearing the helm will do everything in his power to resist removal of the device.

Rope of Climbing — this thin, strong line is fifty feet long, and it has the ability to obey certain commands from its owner. The rope will snake downwards or climb upwards and fasten itself upon being so instructed by the user. It can then be used to climb upwards or downwards, and it will bear up to 10,000 gold pieces in weight without breaking. It takes up only a small amount of space when folded or coiled, having the appearance of perhaps a coil of normal rope about ten feet in length.

Gauntlets of Ogre Power — the character wearing these gauntlets adds from 2-8 points to damage caused when striking with any weapon — doing 2-8 hit points merely with his fist — because of the additional power these gauntlets bestow. This power also allows him to grasp and crush things with great ease, just as if he were an ogre (18 strength). The wearer is able to carry weight equal to an additional 1,000 gold pieces in his hands without suffering from being over loaded or encumbered. The gauntlets do not add to hit probability.

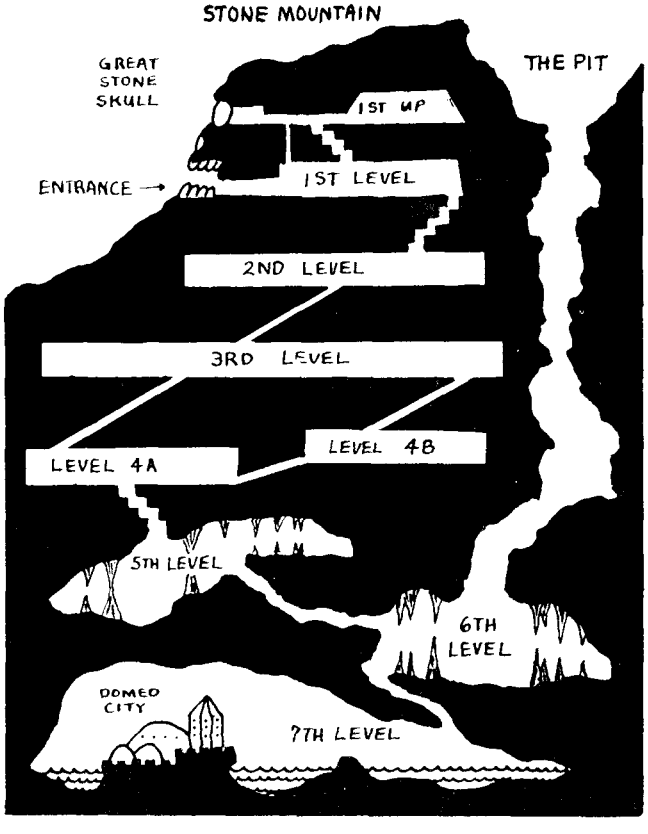
Note Regarding Magic Items:

If a character, fearing to contact some harmful magic item, has a hireling or non-player character flunkie try out a newly found piece of equipment, the Dungeon Master must take stringent measures against the character. The morale of those in the character's employ will plummet if they learn of such conduct. The person made to act as guinea pig by testing the magic item will, of course, demand to keep it if it proves to be beneficial, or if it is a harmful item the person putting it on will seek revenge on the character who had him try the item out.

DUNGEON MASTERING AS A FINE ART

Before players can take their bold characters on adventures into the misty mysterious dungeons, the Dungeon Master must sit down, pencil in hand, and map out the dungeons on graph paper. There should be several levels and each level should have access above and below and be made up of interlocking corridors, passages, stairs, closed rooms, secret doors, traps, and surprises for the unwary. The geomorphic dungeon levels provided with this game contain many suggestions and will prove very useful.

SAMPLE CROSS SECTION OF LEVELS



SAMPLE FLOOR PLAN, PART OF FIRST LEVEL

Each new room or area is given a code number and a record made on a separate page of what it contains, treasure, monsters, hidden items, etc. Place a few special items first, then randomly assign treasure and monsters to the other rooms using the selection provided in the game or appropriate tables. Many rooms should be empty. Roll a 6-sided die for each room. A roll of 1 or 2 indicates that some monster is there. Ochre jellies, green slime, black puddings, etc. are randomly distributed, usually without treasure, most often in corridors and passageways. Wandering monsters are usually determined randomly as the game progresses. Traps should not be of the "Zap! You're dead!" variety but those which a character might avoid or overcome with some quick thinking and a little luck. Falling into a relatively shallow pit would do damage only on a roll of 5 or 6 (1-6 hit points at most) but will delay the party while they get the trapped character out. Hidden rooms, movable walls, teleportation devices, illusion rooms, dead ends, etc., make interesting variations.

Since the game (and the dungeons) are limited only by the imagination of the Dungeon Master and the players, there is no end to the variation possible. Try to keep the dangers appropriate to the levels of the characters and the skill of your players. The possibility of "death" must be very real, but the players must be able to win through with luck and courage, or they will lose interest in the game and not come back.

Once the game begins, try to keep the action moving at a dramatic pace. If the going gets rough, the characters have the option of turning around and going back to the surface. If time runs out the characters can always be left at some appropriate spot within the dismal depths, time suspended, and the action taken up again another day. Dramatize the adventure as much as possible, describe the scenery, if any. Non-player characters should have appropriate speech, orcs are gruff and ungrammatical, knights talk in flowery phrases and always say "thou" rather than "you." When characters swear they call on the wrath of their appropriate deities, be it Zeus, Crom, Cthulhu or whatever. The dramatic talents of the Dungeon Master should be used to their fullest extent. It adds to the fun.

One player should map the dungeon from the Dungeon Master's descriptions as the game progresses. This is easiest done if he uses a piece of graph paper marked North, East, South, West with the entrance to the dungeon level drawn in near the center. One of the players should keep a "Chronicle" of the monsters killed, treasure obtained, etc. Another should act as "caller" and announce to the Dungeon Master what action the group is taking. Both mapper and caller must be in the front rank of the party. If the adventurers have a leader, the caller would logically be that player.

EXAMPLE

D.M. "You're in a stone corridor, ten feet wide by fifteen feet high, running north-south."

Caller "We're walking north."

D.M. "Fifty feet up along the corridor there's a door in the east wall. It's five feet wide."

Caller "Halfling will listen at the door."

D.M. (He knows there is nothing they can hear, but he carefully rolls a concealed die.) "He doesn't hear anything."

Caller "The fighting man will open the door. He's got his sword out, ready to strike. The Halfling and the thief are right behind him."

D.M. (Rolls) "A 2, the door bursts open. You see a room, L-shaped, 20 feet wide. From the door it runs due east 30 or so feet and then the other leg of the L runs north. (They must enter and carefully examine to map a room.) You don't see anyone in the room in front of you."

Caller "Anything else in the room?"

D.M. "Some trash along the walls. A small wooden chest on the floor in the middle of the room."

Caller "Aha! The fighting man and the halfling will enter the room. The dwarf will hold the door. The others will watch the corridor."

D.M. "O.K."

Player "The halfling says, 'Careful, it may be booby-trapped!' "

Caller "The fighter kicked the chest with his boot."

D.M. "It is knocked over. The lid comes open. A thousand gold pieces spill out!"

Caller "Good! The fighter . . ."

D.M. "Around the corner come four orcs. 'Surface dwellers! Kill them, cut them to mincemeat! Pound them to hamburger!'"

Caller "The fighting man is ready. He swings (rolls die). An 18!"

D.M. "It's a hit. Roll your damage."

Caller (Rolls a six-sided die) "A four."

D.M. "He's dead. You cut him in half. The second orc is on you. He swings . . ." (the fight continues until all four orcs lie dead.)

Caller "We search the other half of the room. Everybody fill your packs and pockets with the gold."

D.M. "Other half of the room is the same dimensions as the first one, 40 feet. You find four bunks, a table and benches."

Caller "We search for more treasure."

D.M. "Nope. Nothing of value."

Caller "How about doors?"

D.M. "No doors in either part of the room."

Caller "The elf and the dwarf will search for secret doors. The rest of the party comes into the room and we shut the door. The halfling will stay at the door and listen."

D.M. (After determining which part of the room is being searched he rolls a secret die) "The elf finds a secret door in the northernmost 10 foot wall section in the eastern half of the L."

Caller "Does he hear anything?"

D.M. (Carefully rolling a secret die for end-of-turn wandering monster) "No. But the hobbit guarding the door reports hearing slithering noises outside."

Player "Hey, everybody, I hear slithering noises!"

Caller "Let the elf try to open his secret door. Halfling, spike that door of yours shut!"

D.M. "The elf opens the secret door. It's a dark passage, only three feet wide, running

straight north."

Caller "See anything?"

D.M. "Passage is empty as far as he can see."

Caller "With his infravision?"

D.M. "Right, with his infravision."

Caller "O.K., everybody, into the secret passage."

D.M. "In what order?"

Caller "Elf in front. Fighter behind him. Dwarf will close the door and bring up the rear."

D.M. "You've proceeded north 100 feet when the elf comes to a stop."

Caller "What's the matter?"

D.M. "He sees a gelatinous cube filling the passage 60 feet ahead."

Caller "Crom's devils! Somebody get a torch alight. Dwarf, go back to the door and listen for noises in the room we just left!"

D.M. "Dwarf says, 'There's a hollow space under the floor here somewhere.'"

Caller "O.K., Elf, squeeze back down the corridor and see if you can find a trap door. Where's that torch?"

Somebody "Here it is."

D.M. "The gelatinous cube begins to slide slowly down the passage toward you . . ."

This example could be played with maps and pencil and paper. If miniature figures are used, they can be arranged in battle order on the table top and the movement through passages and rooms imagined, the pieces rearranged for combat or other changes of formation. Figures are available for all the character types of **Dungeons & Dragons** as well as for most of the monsters.

Obviously, the success of an expedition depends on the Dungeon Master and his creation, the dungeon. Many gamesters start with a trip across country to get to the entrance to the dungeon — a trip apt to be punctuated by attacks by brigands or wandering monsters or marked by strange and unusual encounters. The party then enters the underworld, tries to capture the maximum treasure with the minimal risk and escape alive. The Dungeon Master should have all this completely mapped out, hit points and attack die rolls calculated and recorded, so that the game will proceed most rapidly at the exciting moments when the enemy is encountered. Do not hesitate to have lawful or helpful characters chance by at times, your adventurers may need a little help!

The imaginary universe of **Dungeons & Dragons** obviously lies not too far from the Middle Earth of J.R.R. Tolkien's great *Lord of the Rings* trilogy. The D & D universe also impinges on the fantasy worlds of Fritz Leiber, Robert E. Howard, Gardner F. Fox, classical mythology and any other source of inspiration the Dungeon Master wants to use.

A final word to the Dungeon Master from the authors. These rules are intended as guidelines. No two Dungeon Masters run their dungeons quite the same way, as anyone who has learned the game with one group and then transferred to another can easily attest. You are sure to encounter situations not covered by these rules. Improvise. Agree on a probability that an event will occur and convert it into a die roll — roll the number and see what happens! The game is intended to be fun and the rules modified if the players desire. Do not hesitate to invent, create and experiment with new ideas. Imagination is the key to a good game. Enjoy!

Sample Dungeon

Background — 100 years ago the sorcerer Zenopus built a tower on the low hills overlooking Portown. The tower was close to the sea cliff west of the town and, appropriately, next door to the graveyard.

Rumor has it that the magician made extensive cellars and tunnels underneath the tower. The town is located on the ruins of a much older city of doubtful history and Zenopus was said to excavate in his cellars in search of ancient treasures.

Fifty years ago, on a cold wintry night, the wizard's tower was suddenly engulfed in green flame. Several of his human servants escaped the holocaust, saying their master had been destroyed by some powerful force he had unleashed in the depths of the tower. Needless to say the tower stood vacant for a while after this, but then the neighbors and the night watchmen complained that ghostly blue lights appeared in the windows at night, that ghastly screams could be heard emanating from the tower at all hours, and goblin figures could be seen dancing on the tower roof in the moonlight. Finally the authorities had a catapult rolled through the streets of the town and the tower was battered to rubble. This stopped the hauntings but the townsfolk continue to shun the ruins. The entrance to the old dungeons can be easily located as a flight of broad stone steps leading down into darkness, but the few adventurous souls who have descended into crypts below the ruin have either reported only empty stone corridors or have failed to return at all.

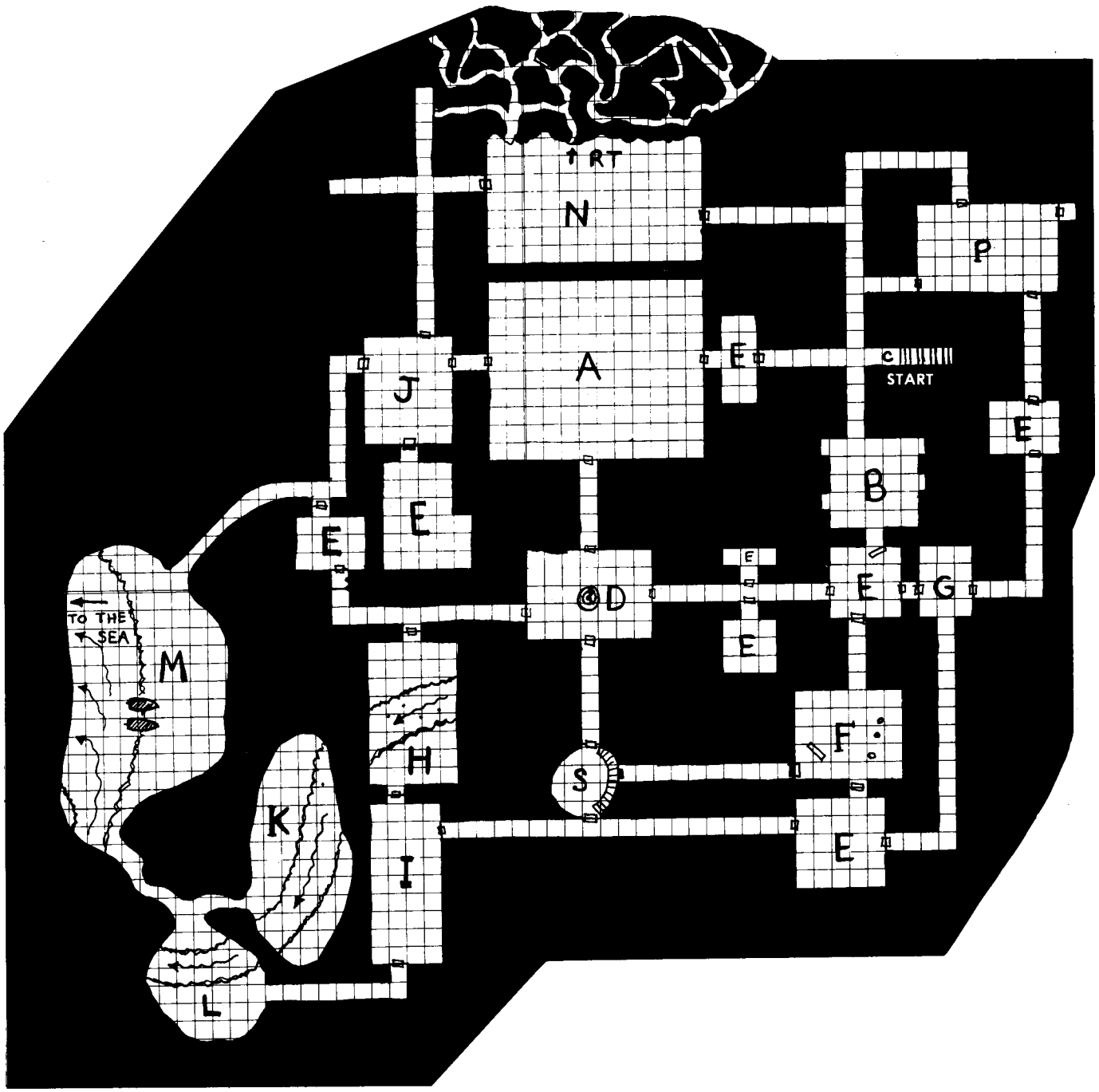
Other magic-users have moved into the town but the site of the old tower remains abandoned. Whispered tales are told of fabulous treasure and unspeakable monsters in the underground passages below the hilltop, and the story tellers are always careful to point out that the reputed dungeons lie in close proximity to the foundations of the older, prehuman city, to the graveyard, and to the sea.

Portown is a small but busy city linking the caravan routes from the south to the merchant ships that dare the pirate-infested waters of the Northern Sea. Humans and non-humans from all over the globe meet here. At the Green Dragon Inn, the players of the game gather their characters for an assault on the fabulous passages beneath the ruined Wizard's tower.

The Dungeon Master should read the background material above to the assembled players and then let them decide how they will proceed. Because of the nature of some of the traps in the dungeon, it is highly recommended that no one attempt it alone. If only one player is taking his or her character into the dungeon, the Dungeon Master should recommend employing one or more men-at-arms. These non-player characters can then be "rolled up" and hired out for a share of the treasure. The stairway from the surface leads twenty-five feet straight down and ends in the corridor marked START on the Dungeon Master's map.

A — This is a large room, 120 ft. X 100ft. There are doors in the east, west and the south wall. The room is furnished with rough tables and benches and as many

ILLUSTRATION OF SAMPLE FLOOR PLAN



beds as there are occupants. The occupants are goblins. There are at least three goblins. The Dungeon Master should increase the number of goblins if the party of adventurers is a large one — i.e., if more than three are in the party, have five goblins, more than five, seven or eight goblins, etc.

The goblins wear leather armor and carry swords and daggers. They can each take one 8-sided die of hits, minus one point, i.e. roll a regular hit die, subtract one — the result is the goblin's hits. If one is rolled do not subtract. If half their number is killed, the other(s) will try to escape through one of the doors or surrender. If surrender is accepted the captured goblins will offer to lead the party to a treasure but will, in reality, try to guide them to one of the dangerous trap rooms and then run.

There are small wooden chests under each bed and several leather sacks hanging on pegs along the wall. Most of the sacks contain junk, dirty clothes, old bones, etc., but two contain coins, 500 silver pieces each. There are several cloaks hanging on pegs and in a pocket of one cloak there is a magical potion of growth in a glass vial. One of the chests contains an additional 2000 copper pieces but the chest is booby-trapped and an opening releases a cloud of sleep gas filling an area 6 X 6 X 6 feet. Anyone within this area who fails to make his saving throw against poison falls deeply asleep for a number of turns. The Dungeon Master determines the exact number of turns of unconsciousness by secret roll of a 6-sided die, subtracting a 1 if the character has a high constitution.

B — This is a 50 ft. X 50 ft. room with a north door and an open door at the south end. The four deep niches in the walls can be seen from the north doorway but they are covered with cobwebs and nothing can be seen within them. The room is totally dark and the floor is covered with an inch of undisturbed dust.

There are four skeletons in the niches. They do not attack unless someone advances over ten feet into the room, then they all rush out and attack until destroyed or turned away. A first level cleric must roll a 7 or more with two 6-sided dice to turn them and then make a second roll to see how many are turned away. If turned, they run out the door at the end of the room farthest from the cleric.

There is no treasure in this room.

C — C is an empty corridor. All corridors in this dungeon are 10 feet wide and 10 feet high. (The magic-user's secret corridor (S to F) is 5 feet by 5 feet.) Remember that at the end of 3 turns a wandering monster might appear — corridors are likely places for this to happen.

D — An almost empty room with a 6 ft. tall stone statue in the center. There is a door in the middle of each wall, north, south, east and west. The statue is facing the door by which the party just entered. Doors to this room always open from the outside, but at the same time the statue will rotate on its base to face the opening door. Once it has been opened, the door starts to slowly shut, activated by a powerful spring in the hinges — it will stay open to allow the party to enter. The door opens outward into the corridor.

From inside the room all doors are firmly held shut except the one the statue is facing — that door can be easily opened. To open any door, then, the statue must be rotated on its base (it turns easily) until it faces the door. Then the door opens easily. Doors can not be forced open, they are held by the equivalent of a "wizard lock."

E — Room E is always an empty room. The size of the rooms and the number of doors is variable, as shown on the Dungeon Master's map.

F — This is a magic-user's room. He is an evil thaumaturgist (fourth level) who has been trying to take over the dungeon level. The room is 50 ft. by 60 ft. There is a large door in the south wall and a smaller one in the north wall. The magic-user himself is standing behind a work table in the southwest corner. Near him is a second level fighting man whom he holds under a charm spell. Actually this man is one of the smugglers from the sea cave whose curiosity allowed him to wander too far into the underground.

The fighter is basically neutral but will attack fiercely on command from the magic-user. Armor class 5 (chainmail), he carries a magic + 1 sword. He wears a jeweled belt (stolen) with rubies worth 1000 gold pieces.

S12 I10 W9 C13 D10 C12 Level 2, Hits 11

The thaumaturgist (4th level magic-user) knows six spells: read magic, charm person, magic missile, protection from good (he is lawful evil), wizard lock and web. He carries a scroll of levitation. When caught in this room he will (a) direct the fighter to attack, and (b) try to exit through the secret door behind him. While doing this there is a 50% chance that he will drop the magic scroll. If magic is thrown at him his saving throw is better than that of magic-users of the third level, add + 1 to his saving throw score.

S9 I16 W9 C1O D11 C12 Level 4, Hits 9

If he can get out the door he will put a wizard lock on it and run up the stairs to his tower. The rest of room F is occupied by 3 stone statues of men. They are men turned to stone by the magic-user with a special wand which he has in his tower. He will use the wand on anybody entering his hideaway.

G — Gloomy. Piles of rocks and rubbish four feet high cover the floor. There is a door in the center of every wall except the north.

There are 2-8 giant rats in the room, but they are hiding in the shadows and not easily seen. An elf or a dwarf might spot them (on a roll of say 1 or 2 on a six-sided die). They will attack if the room is entered.

The rats are armor class 7 (leather), have 2 hit points each, and have a treasure. Concealed in a mass of old bones, chewed leather straps and bits of armor in its nest is a belt attached to which is a silver dagger (50 gold piece value) in a sheath and a bag containing 50 electrum pieces. It takes a turn of careful searching in the refuse to come up with these things.

H — A room 80 ft. X 50 ft., with doors in the north and south walls. There is a river running through the room, 50 ft. wide. It enters and exits through holes in the east and west wall with less than a foot of air space over the water. The channel is 10 feet deep and the current is swift. Anyone falling in will be swept away unless he has a strength of 15 or better. Men in metal armor will sink to the bottom if they fall in. They may be able to shed their armor (50% chance) in one turn and get to the surface. The current will deposit anyone swept away in room K at the end of a turn. Being dragged under the rock wall between rooms is dangerous. Anyone with a constitution of 12 or better will survive unhurt, others run a 50% chance of taking a die of damage from drowning.

The walls of room H are fitted granite blocks as is the ceiling 20 feet above. The Dungeon Master will have to evaluate the characters' attempts to cross. The floor is also rock, 15 feet wide on each bank and the drop into the river is sheer.

I — Doors in the north, south and east walls give entrance to this room. In the center of the room is a bronze sundial on a low pedestal. Set into the stone of the west wall is a bronze mask, about the size of a manhole cover. The eyes and mouth are shut. Below the mask, in common language, is an inscription: "I'll answer questions, one, no more. I never speak til it be four."

The magic is activated by shining the light of a single torch, lantern, etc. on the sundial so the shadow of the gnomon falls on the Roman numeral IV. The bronze mask then opens its eyes and says "Speak, I'll answer." It will give a reasonable answer to any brief pertinent question and then say, "I've answered one, now go away. I will not speak again today."

Since the shadow has to be held on IV, there is little chance of triggering the magic accidentally, even by walking around the sundial with a light.

J — A room 60 by 50 feet. The ceiling is out of sight in the darkness but there are large spider-webs in the corners. There are doors in the middle of all 4 walls.

An enormous spider lurks in the darkness of the roof, thirty-five feet above. He will drop on unwary adventurers. He is armor class 3 (plate mail), has 6 hit dice (31 hit points), and his bite causes 1-8 points of damage and is poisonous (-1 on saving throw dice because it is so strong).

If the party enters and does not see the spider, the monster will select a victim (by random number assignment of some sort) and try to drop on top of him.

If the spider makes his first hit he has dropped on the character and knocked him down. If he misses he lands beside the victim on the floor and the battle proceeds from there. If the spider gets a knock-down it is a surprise (naturally), and the spider gets the next blow. The character knocked down makes his first hit with a -2 off his roll, after that he hits normally. There is no treasure in this room, but a +1 dagger is imbedded in the spider's body (evidently a souvenir from some previous battle); it can be found only if the beast is cut open.

K — A cavern, about 10 feet high, irregularly shaped, with the river running through it. There is a shallow beach where flotsam from the river is deposited. There is an exit to the west. The cave is completely dark, characters without lights or infravision will have to feel their way out.

L — Another cave with the river running through it. There is phosphorescent fungus growing on the rocks, so anyone can see without lights. There are east and west entrances on both sides of the river to the sandy beach. The river is only 3-4 feet deep at the center of the channel and can be forded.

There is a giant crab concealed under the sand on the south beach. It will attack anything that moves on either beach. It runs 60 feet in 1 turn, in armor class 3 (plate mail), and takes 2 hit dice (8 hit points). It strikes with its giant claws one at a time as fast as a man.

M — A large sea cave with entrances to the north and south. There is a sandy beach, on which are drawn up two row-boats. The entrance to the sea is to the west about 500 feet. If it is day up above, the cave will be dimly illuminated by sunlight coming through the tunnel. If it is night, torches in the hands of the occupants will shed a dim glow.

The cave is used by smugglers and pirates. There are four pirates present now, sitting in one of the boats, talking. They are normal men (1 6-sided hit die), armor class 7, and are armed with cutlasses. (At the Dungeon Master's discretion he may increase the number of pirates.) Each pirate carries 2-12 gold pieces in his purse (roll 2 6-sided dice). The pirates use the cave to hide treasure and there are chests in the first boat and a prisoner in the second boat. Every turn there is a 25% chance of another boatload of 2-5 pirates rowing in.

The prisoner is a girl, Lemunda the Lovely, whose father is a powerful lord in the city above. Lemunda is a good fighter in her own right and carries a concealed dagger in her girdle, but right now she is bound and gagged. She is lying in the bottom of the second boat, not the one occupied by the pirates. Her family would be very grateful to get her back.

Lemunda the Lovely:

S10 I14 W12 C15 D12 C17 Level 2, Hit Dice 2

The treasure is in two chests in the first boat. One chest contains 2000 silver pieces, the other 1000 electrum pieces and 12 gems each worth 100 gold pieces.

Exit from the underground can be made by rowing out to the sea, although there is a possibility of meeting another boat coming in. There is a large octopus at the bottom of the sea cave, 3 hit dice (16 hit points), armor class 7 (leather), which will attack boats. The pirates always throw the monster a large fish or the body of one of their victims and so it does not attack their boats. If the octopus makes a "hit" with a tentacle it will not do any damage immediately but will pull the victim overboard and try to drown him. See H for more information about drowning; assume that all characters know how to swim. The octopus gets 6 attacks per melee round!

N — This large room — 120 feet by 70 feet — is part of the catacombs of the city. The north wall has caved in and there are doors only at the east and west

ends of the tomb. Ten stone sarcophagi are scattered about, four empty with the tops off. Six, however, are closed. If the adventurers open one, roll a die to see which they have chosen.

#1 contains only moldering bones but releases a cloud of noxious gas which renders unconscious anyone within 3 feet unless they make their saving throw against poison. Unconsciousness lasts 1 to 6 turns, depending on the Dungeon Master's die roll.

#2 contains a partially clothed skeleton which holds a jeweled dagger in the bony hands folded across its chest. If the dagger is removed it will flash away into the air, turn and attack the one who touched it. It strikes as a 1 hit die monster and will continue to attack until it draws blood, doing 1 die of damage, or its intended victim runs from the room. It will then return to the coffin with its owner. The dancing dagger is hard to hit — armor class 3 — and if hit it falls to the floor and remains motionless for 3 melee rounds and then takes up the attack again! Putting it back in the sarcophagus will stop the attacks of course.

#3 skeletal form wears rings and a coronet worth 300 gold pieces.

#4 skeletal form wears jewelry worth 900 gold pieces.

#5 animated skeleton (7 hit points), armor class 7, is armed with a curved scimitar. It will attack as soon as the lid is removed.

#6 skeletal form in chainmail holds a magic sword +1. Any warrior-type drawing it from the scabbard will feel the surge of magical power it gives.

When the party enters the room there is a 50% chance a giant rat will burst through the loose dirt at the north end of the room and attack. Armor class 7, 4 hit points. At the end of each turn or each 10 melee rounds there is another 50% chance that a rat will enter from the tunnels. The rats will not, however, leave room N except to go back to the tunnels.

The sarcophagus lids are heavy. Four or more men can lift them off, one man would have to slide the lid off, and this would take 1 turn. Thus it will take several turns to get them all open and the rats are pretty sure to show up.

P — This room is 50 by 80 feet and has doors in all four walls. It contains two ghouls and some smashed coffins. The ghouls are armor class 6, and if they score a hit they can paralyze their opponent (unless he is an elf). They can take 2 hit dice (11, 9 hit points respectively). The coffins contain, in addition to indescribable odds and ends, 50 platinum pieces and 5 gems each worth 10 gold pieces.

The east door leads to a short dirt tunnel which ends blindly under the cemetery.

RT— Rat tunnels. They are only 3 feet in diameter, round and dug through the soft earth of the cemetery. A man could crawl through them, but it should be hard for him to fight (a -2 from his attack die roll). A halfling or dwarf would be at no particular disadvantage. Every 100 feet there is a 50% chance of meeting a rat, every 200 feet a 50% chance of coming on 5 gold pieces. The tunnels form an endless maze and there is no end to the rats. The tunnels intersect the dungeons at the northernmost corridor and at room N. Rats are described under room N.

S — Spiral Staircase. The spiral staircase begins at floor level at the north wall and winds around up to the roof 25 feet above, making 1 full turn. The stair ends in a closed trap door in the ceiling, leading up to room S1.

The room contains a giant snake, armor class 6 (leather and shield), 2 hit dice (13 hit points), and moves 100 feet per turn.

There are two visible doors at ground level, north and south as well as the trap doors in the ceiling. There is a secret door under the stairs, opened by pressing a hidden catch.

S1 — Ground floor of the magician's tower, entered through the trap door in the floor. There is a door to the north and a spiral stair leading up, just like the one in the room below, ending in a trap door in the ceiling. The door to the street outside and the trap in the ceiling are both open. There are a fireplace, cooking utensils and a few chairs. The room is unoccupied. The trap door above leads to room S2.

S2 — Just above S1 and shaped the same, also with a spiral stair leading to the roof, trap door closed. No doors, but narrow (2 foot wide), tall windows in each wall. This is the wizard's study, and here he has his two giant volumes of magic spells, table, lamps, chemicals, skulls, loose pages of parchment, mystic designs on the floor, etc.

Against the south wall there is an ape in an iron cage. The key is in the lock of the cage door. The ape is 2 hit die and is armor class 7 (leather), and will attack as soon as he gets out — he hates the cage and has been waiting to get even. If the magic-user opens the cage there is a 25% chance the ape will attack him. If anyone else opens the cage, the ape will attack someone in the room and then try to escape through a window, down the side of the tower and off through the city streets.

The magic-user keeps his wand of petrifaction (turns flesh to stone if he makes a hit with it) hidden in a secret compartment of the table (only 5% chance of locating this compartment). Hidden among the undecipherable parchment notes on the table is a scroll which reverses the wand effect, but only for 1 person and only once.

The magic-user himself is described in room F. If he is not in room F he will be found here.

By the time the adventurers have worked their way through this, the Dungeon Master will probably have lots of ideas of his or her own to try out. Design your own dungeon or dig new passages and levels in this one. What lies in the (undiscovered) deeper levels where Zenopus met his doom? Do the pirates have other treasure troves hidden in the sea caves? What inhuman rites are practiced deep in the ghoul haunted passages beneath the graveyard? What are the townspeople going to do when they discover that our friends are tampering with Things Better Left Alone?

USING THE DICE

Players need not be confused by the special dice called for in **DUNGEONS & DRAGONS.** By using the assortment of 4-, 6-, 8-, 12- and 20-sided dice, a wide range of random possibilities can be easily handled.

For a linear curve (equal probability of any number), simply roll the appropriate die for 1-4, 1-6, 1-8, 1-10, or 1-12. If some progression is called for, determine and use the appropriate die (for instance, 2-7 would call for a 6-sided die with a one spot addition). For extensions of the base numbers, roll a second die with the appropriately numbered die. For example: to generate 1-20, roll the 20-sided die and 6-sided die, and if the 6-sided die comes up 1-3, the number shown on the 20-sider is 1-10 (1-0), and if the 6-sider comes up 4-6, add 10 to the 20-sided die and its numbers become 11-20 (1-0). This application is used with the 12-sided die to get 1-24. If 1-30 or 1-36 are desired, read the 6-sider with the 20- or 12-sided die, with 1-2 equalling no addition, 3-4 adding 10, and 5-6 adding 20. This principle can be used to generate many other linear curves.

For bell curves (increasing probability of numbers in the center, decreasing at both ends), just roll the same die two or more times, roll several of the same type of dice, or even roll two or more different dice.

● ● ●

ABOUT THE EDITOR

The editor of this booklet, Dr. J. Eric Holmes, is an associate professor of neurology at the University of Southern California's School of Medicine. In addition, he is a devoted **DUNGEONS & DRAGONS** player whose background as a writer eminently qualifies him to prepare a work such as this one.

In addition to authoring a college-level textbook in his own field, Dr. Holmes has also completed two novels in the area of fantasy literature. His versatility is further demonstrated by his valuable work on this volume for **Basic DUNGEONS & DRAGONS.**

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Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

Book of First Level Spells:

Cure Light Wounds	*Protection from Evil*
Detect Evil	*Purify Food and Water*
Detect Magic	*Remove Fear*
Light	Resist Cold

Book of Second Level Spells:

Bless	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

DUNGEONS & DRAGONS

REFERENCE TABLES

(This page is perforated for easy removal)

Saving Throw Table — Levels 1 to 3
(Use a 20-sided die)

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

COST OF EQUIPMENT AND WEAPONS

Item	Cost	Item	Cost	Item	Cost	Item	Cost
Barding (Horse Armor)	150	Silver Mirror, small	15	Dagger	3	Case with 30 Quarrels	10
50' of Rope	1	Wooden Cross	2	Hand Axe	3	20 Arrows/30 Quarrels	5
10' Pole	1	Silver Cross	25	Mace	5	Silver Tipped Arrow	5
12 Iron Spikes	1	Holy Water/Vial	25	Sword	10	Mule	20
Small Sack	1	Wolvesbane, bunch	10	Battle Axe	7	Draft Horse	30
Large Sack	2	Garlic, bud	5	Morning Star	6	Light Horse	40
Leather Back Pack	5	Wine, quart	1	Flail	8	Warhorse, Medium	100
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/ 1 week	15	Spear	2	Warhorse, Heavy	200
6 Torches	1			Pole Arm	7	Saddle	25
Lantern	10			Halberd	7	Saddle Bags	10
Flask of Oil	2	Standard rations for 1 person/1 week	5	Two-Handed Sword	15	Cart	100
				Lance	4	Wagon	200
Tinder Box	3			Pike	5	Raft	40
		Other items cost may be calculated by comparing to similar items listed above.		Short Bow	25	Small Boat	100
3 Stakes & Mallet	3			Long Bow	40	Leather Armor	15
				Composite Bow	50	Chain-type Mail	30
Steel Mirror	5			Light Crossbow	15	Plate Mail	50
				Heavy Crossbow	25	Helmet	10
				Quiver of 20 Arrows	10	Shield	10

WANDERING MONSTER TABLE

One Level Below Ground	Die	Two Levels Below Ground	Die	Three Levels Below Ground	Die
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Gnolls (4-16)	2
Warriors/Seers (1-3/1-2)	3	Gnolls (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Swordsmen (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Conjurers (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Priests (2-5)	7	Dopplegangers (1-4)	7
Stirges (2-5)	8	Robbers (1-4)	8	Grey Ooze (1)	8
Adepts/Footpads (1-4/1 -4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

CLERICS VS. UNDEAD TABLE

Cleric Level	Undead Type: Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	no effect.				
2	T	7	9	11	no effect.			
3	T	T	7	9	11	no effect		

Number = score needed to turn away
T = automatically turned away, up to 2 dice in number

DIE ROLL FOR CHARACTER TO SCORE A HIT, BY OPPONENT'S ARMOR CLASS

Armor Class	9 No Armor	8 Shield	7 Leather Armor	6 Leather & Shield	5 Chain Mail	4 Chain Mail & Shield	3 Plate Mail	2 Plate & Shield
Normal Man	11	12	13	14	15	16	17	18
1st-3rd Level Character	10	11	12	13	14	15	16	17

Score of number shown or higher is a hit.
For characters over 3rd level consult table in **ADVANCED DUNGEONS *& DRA-* GONS.**

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

Armor Class / Monster's Hit Dice	9 No Armor	8 Shield	7 Leather	6 Leather & Shield	5 Chain Mail	4 Chain Mail & Shield	3 Plate Mail	2 Plate & Shield
up to 1 + 1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6+	5	6	7	8	9	10	11	12
7 to 8+	4	5	6	7	8	9	10	11
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7